



### SURVIVAL IS A NATURAL INSTINCT. SO IS CURIOSITY.



Survival. Sure, it's a nice way to spend the day. But, it's also pretty boring. The excitement is out on the edge. In the land of the

great unknown. And all you need to get

there is a large dose of curiosity. But to assure a successful trip.

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Power' magazine comes in quite handy. For a mere eighteen bucks\* and a quick call to

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jam and way beyond the high score. It's full of info about stuff like new games,

new strategies, and tricked-out furbing moves. Subscribe now and you'll get a free

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you how to have even more fun with a bunch of sweet

moves like double-hits, ultra combos, and combo finishers. More

answers, More fun. More reasons than ever to send

<sup>\*</sup> Coradian residents pay \$35 \*\* Kil Player's Guide available Separation I





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I 've just read what Funky Kong wrote in Nintendo Power (Volume 74). I agree with him. Cranky is an old geezer and has no idea what he's talking about. Donkey Kong Country is one of the best games ever I it is truly one of a kind! Well, I've got to sweep the porch at Save Point.

CANDY KONG VINE VALLEY, DKC

prefer Donkey Kong Country! "

© ome people at my school think

Sega is better than Nintendol Come on people, who would buy a \$400 system that is only \$25 hir The speed of its CD-ROM drive its as fast as that stupid bedge hog with no legs. I just know Nintendo is going to make Sega wee their panes with NIO 43 and Virtual Boy. Thanks for making a product that is durable, inexpensive, easy to use and has graphics like 1 have never seen before.

NINTENDO POWER

I was shocked, no. flabbergasted about what I heard for readin the E' report in Volume 74. Will here be a Gane Boy version of Killer Instanct's Will it make use of the Advanced Computer Model Computer Model when will be released. Will have all time character's Is it too much to ask for you to put a picture in a future read on put a picture in a future read on mare it will been dealers of the Gane Bow in all carevoires.

BRETT SORRENTINO AUBURN, NH

The recently at Bare are bard at unset for Gause Box Heaven as you're reading this, Brett 'Phey've wavagged to push eight characters found in the a cread SNES versions, Super Gause Box enhanced colors, a two-player option and great visuas into a 4 very bosser bosse. Will the characters be full yearleaff Bits of coarse! Look for this killer game to November!

W e have just received Volume 73, and it was the best ever! As we were flipping through it, we saw something that shocked us so bad, we nearly fainted! Staring at us was the finestlookin' video game system ever produced Forget the Sega Saturn! We're talkin' about the NU 64, the best system ever! Everything we ever wanted in a video game system was right there. The fourplayer controller outlets for multi-player fun without an expensive adaptor, a beautiful black control deck, and, what's this? Cartridges; No CDs! YES!!! Thank youl







hat could be better for an avid baseball fan than a trip to vivit ESPN during baseball season? How about sea ing a spectacular game at

Vankee Stadium? Don't even bother answering either of those opestions because Ioel Davis, winner of the Player's Poll Contest from Volume 64, got to

do both-and more! Joel and his father, Duane, jetted off from their Minnesota home to The Big Apple for a which wind weekend! Excursions to the Empire State Building and Statue of Liberty were on the bill, beit the lewel in this

Grand Prize crown was the trip out to Bristol. Connection, so the ESPN studios. loel got to meet and talk with Chris Bermin and other ESPN on-air personalities. Chris was amuzed that lock won the trip by simply sending in a Player's Poll Card, It was too easy! Being able to secall of the pre-production processes that go into a live broadcast was really 6001. And then watching the end result -- live broadcasts of ESPNs Sports Center and Baseball Tonight (right from the studio) was even cooler! But the ultimate capper, something Joel and Duane will remember for the anst of their lwes, was "the legend of Pedro Gonzales and the hidden ball trick

IF YOU'RE IN THE MOOD TO WRITE. VE'RE IN THE MOOD TO READ! Have you had a chance to check out Virtual Boy for yourself? If you have,

back in 1962' as told by an anonymous Yanker fan. What a game! we warn to know what you think of this cutting-edge system? NINTENDO POWER PLAYER'S PULSE

corner

NINTENDO POWER SUBSCRIPTIONS & CONSUMER

A truckload of top-notch Super NES garries is headed your way themselv the end of the wear and we're excest to one you the Power edge in college out four (count 'ecol) Player's Guides. Both now, our fetten' extents one better the freshme touches on the Killer Instruct Player's Guide it sell how oversome trics and instructions for hundreds of latter combos. The KI Player's Guide will be available at video game stores and backstores by the first

of September, or order it direct using the cord at the back of this issue. Later this year, get ready for Player's Guides for Super Mana World 2: Yoshi's Island, Chrono Trigger and Dankey Kong Country 2' Diddy's Kang Quest. It's all part of our piedge to bring you the latest and greatest game-playing CAR THOR

**FOITOR-IN-CHIE** 

GAME COLINGEL OR

MODEM INTO THE SOURCE

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VOLUME 76 - SEPTEMBER 1995 Nationals Present in robbeholdby Medianis of America Inc Nintenda Power is published at anadal only by Metendo of America Inc., O 1955 by Nintendo of America Inc. All nehrts reserved. Nothing that appears in Nintendo without express written permission from Nintende of America Inc., copyright owner

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VOLUME 26



### **SUPER NES TOP 20**

The state of the s	DOCUMENT OF A		
THIS MONTH			MONTHS ON THE OHART
1	DONKEY KONG COUNTRY	1	11
2	KILLER INSTINCT	9	3
3	FINAL FANTASY III	2	9
4	THE LEGEND OF ZELDA: A LINK TO	3	44
5	CHRONO TRIGGER	4	2
6	SUPER METROID	5	17
7	EARTHWORM JIM	15	11
8	EARTHBOUND	14	3
9	DOOM	11	2
10	OGRE BATTLE	6	2
11	MORTAL KOMBAT II	12	11
12	SECRET OF MANA	7	20
13	MEGA MAN X2	13	7
14	KEN GRIFFEY JR. PRESENTS: MLB	20	17
15	AEROBIZ SUPERSONIC	NOT RANKED	3
16	NBA JAM TOURNAMENT EDITION	10	8
17	FINAL FANTASY II	13	40
18	ILLUSION OF GAIA	18	10
19	SUPER MARIO KART	NOT RANKED	31
20	JUDGE DREDD	NEW	1

## GAME BOY TOP 10

PLON IN			
1	THE LEGEND OF ZELDA LOCAL	1	29
2	DONKEY KONG LAND	2	
3	METROID II RETURN OF SAMUS	3	45
4	DONKEY KONG	- 4	16
5	TETRIS	7	36
6	SUPER MARIO LAND 2. COLUMN	5	35
7	KIRBY'S DREAM LAND 2	8	- 4
8	WARIO LAND: SPECIMED	6	15
9	GALAGA/GALAXIAN	NEW	1
ю	DR MARIO	9	38

TOP TO FIGHTING GAMES				
1	KILLER INSTINCT	SUPER NES	AUG '95	
2	SUPER STREET FIGHTER II	SUPER NES	AUG '93	
3	MORTAL KOMBAT II	SUPER NES	SEP 'P4	
4	WEAPONLORD	SUPER NES	AUG '95	
5	FATAL FURY SPECIAL	SUPER NES	APR '95	
6	SAMURAI SHOWDOWN	SUPER NES	NOV '94	
7	CLAY FIGHTER	SUPER NES	NOV 93	
8	PRIMAL RAGE	SUPER NES	AUG '95	
9	DRACON THE MINOS HE STORY	SUPER NES	AUG 'P5	
10	AUSTRCE LEAGUE TASK FORCE	SUPER NES	JUN 95	

## MOST WANTED

The very first Virtual Bay game makes the charts this month, as Mario Clash checks

- NINTENDO ULTRA 64 KILLER INSTINCT (NU 64) VIRTUAL BOY
- DOOM (NU 64)
  DOOMEY KONG COUNTRY 2:
  CRUIS'N USA (NU 64)
  MORTAL KOMBAT 3
- MARIO CLASH (VIRTUAL BOY)
  DONKEY KONG COUNTRY

## HALLOFFAME

ystems continues with the four Millipeds, Galaga/Galaxian

GAME	RELEASEDATE	HONORE	
DONKEY KONG	JUNE 186	D were a and day for arready surgery select Mintered's property the first great Marie mentions associate the MIS.	
PAC-MAN	APR. '91	The record anothed of religious agent suckey weekly in histories are provided in a classic Fig. Comm. Eart.	
SPACE INVADERS: THE	OCT. /94	The Older Regar Green Bay Considerated for the property of the	





included in the game are the Sky Stages, sn you can send your oppo s soaring off into the wild I es have been mad

far helow! Of course, snr e graphic elements ha nevers in. Many of the back

nunds have been enhanced with new det

ghter is retained for the bout-ending victury por-hnugh a couple of vnices didn't make it in, you'll ely hear what kind of combo you threw as well as onger!" warning, and all the music is present in its onic glary! There are other cool features at will enhance your Killer Instinct experie yond what you can find in the arcade, incl s. The Practice Me

ay motes. The Fractice mode allows ym it a time limit, against an unresponsive c ever takes damage. You can practice C part's content without fear of getting a b never takes dan d in return! The Tourna ter up to eight player names, and the enr then set up a series of matches and keep track of ph state as the carnage unfr

certain numb vins, so there's an hid-ag behind a favorite character. When the came arrived at NOA adquarters, KI

Technical Services

NOA. The follow

gies for their favorite for their second-choice characters as well













After countless hours of playing he had no problem naming a favorite

obacacter, Jaco



"Hike Jago because he's small and fast, but he's also powerful. He has a projectile, a firehall, and he has a great Wiod Kick that cao go through firehalls. I like pitting Jago agiost Sahrewulf, who spews ho fire. He says that Jago works well against Sahrewulf's charge moves, s to use combos that start with his Las

er. It's easy to use, and it's deficitely a cool-looking com-ho elemeot. He's fast in the areade version, but I think he's even quicker in the Super NES game."



KEK, MK, ¥ + KEP. IK. (P)MP. + + × (R)MP. (P)MP. + \* + (R)MP

### Combo 2

+ × FP, ++ FP, + × FP, + + × FP

Combo 3 (P)MK, × + × (R)MK, QK, \* + \* MK











Product Evaluator Henry Storch: was locked away in the Treehouse playing HI for weeks

on and when both the accade and Super RES versions were being tested. His fighter of shores & Rechid

ve found a lot of little timing moves with Orchid, like waiting linker until the last minute and just throwing in a lot of s es like a flerce punch-usually I can link that to a finisher. S ess and release move with the cat. I wait and ar as a good press and recease more with the call I want and at seople—I kind of psyche them into a weird game. If they n rong move or play a projectile I'm ready to strike at them it—it kind of strikes fear into them. Is there any character hest against? "Anyone that Ken uses," Heary says. "We've had a lot of Orchid and Riptor hattles, Ken and I have."



KILLER INSTINCT



Combo 1 (P)FP, (+)+(R)FP, FK, (+)+MK, QP, \*+ \*QP(x2), \*+ \*FP

Combo 2 (P)MP, \* + \* (R)MP

P, \* + \* QP(x2), +)+QK

Combi Combo 1

Combo 2

(P)FK, (+) + (R)FK, MP





helped create many of the the moves in the game. He's the combo hing at BOB, and Biptor is his favorite



character.



(x)+ FP, + MK, \* + KOP COMBO 3

+)+FP; (+)+MK, (+)+FF Chief Thunder

\* \* KFP + K + FP (x)+FP. +FP. + x +FP







)+QP, MP.





Martin and Mare Boyal have people at NOA seeing doubte. Theu're both Game Counselors, they're

both HI masters, and the identical twins they pick up the

both select Spinal when



Marc likes Spinal t ecause he has all the "weird" ch

controllers.



## Combo 1

(devour) x3

Combo 2

×++FK, QP (+)+MP. (P) FP. +(R)FP



IJ Combo

Combo 1 (+)+MP, FK, (+)+QP, (P) MP. →(R) MP

Combo 2 (P) FP (jump in) QP, QK, (R)PP, FP



## During his working hours. Lester Lewis is a Technical

Services Supervisor at BOR. In his space minutes. <u>he s ch</u>allenging all takers in the Hlacena. For him,



"When I first saw KI, and I saw Cinder, I said, 'That's my character,' He's "When I first saw KI, and I saw Cinder, I said, 'That's my character: 'He's use it. No matter what nabod pass, 'He can turn in sinible. He can morph He can ture lato a firehall. He can fly across the screen. He has the strength to usek an opponent's life har down to about a quarter, some-times with one combo. He's a finesse character, and a lot of his combina-cions are extremely pretry! I don't play like other people who use Cinder 600, though, I'm an amorthodoux Cinder. I'm kind of hard-headed, and I think Cinder would be too."



## Cinder



Combo 1 + + MP, QP, + + QP, MP, + + = MK

Combo 2 JUMP + FK, MP, + + QP, MP, (+) → MP



### 



++ FP. + + \* MP



Combo 2

\* + \* FK, MK, \* + \* FP



### Othorder Rolls Conothorder has no plane toget a monauh anut ime soon, Product on anut in soon, Product

plans to get a mohawk anytime soon, Product Bnalyst Matt Glidden has put in so many hours playing HI that he's begun to identify with the strong but



## Verestilly Rod Slesses

"Chief Thunder is easily the most cereatile player in the game. It has great overhood attack. HIL Tomahack is the best erprise attack, and his Sammarith is the best interceptor for any of the dash moves. As for combo, while his aren't necessarily the most complex, they with most object to water. He has those one was the storad but most complex, they will be most complex to water. He has those one was the storad but the storage of the sto

## **Chief Thunder**

COMBO 1 JUMP + + \* + FP, MP, (+) + MP, FK, + \* + \* + MP, + \* + QK



COMBO 2 + \* + \* + CQP, QP, (+)+MP, FK, + \* + \* + FP, + \* + QK









heips produce the pagez of Bintendo Power. When he's not at his Power Mac, he's most likely to be caught with a Super RES controller in hand and Fulgore on-screen.

# Tech Head

"Hithe Fulgore's image. The cyborg storyline is way tech. He has the Plasmaport and the Kyebeam, Both are killer. He has coal dash reversals. If you clyberfoath then Plasmastice right at the ends, you reversals in the coal you have been supported to the coal you of the coal you will be the coal you could be coalled by coal to be coalled to the coal you have a belief way to block. The bother reason II the Volgore is his changer more. That's when his robust head comes out to attack. It's totally brustal, It's my favored more in the volgogame. It rails. It's gots sty, be there's ou question."





++ × FP, \* + × FI QP, ++ \* FP

COMBO 2 (+)+QK, QP, (+)+MK,

++++++QP COMBO 3 (P)FK, (+)+(R)FK, MK, \*+\*FK, MK

TJ Comb

(×) + FP, (+)FP,

> COMBO 2 (+)+QP, MP,













ng and makes it easy in throw appanents off guard. He also has very powerful short combins. You can use an apener, an aum double and an ender. Thinse three steps are very powerful. If you just execute those, you don't have in use a linker or do a really long is hit combo."

Glacius-



+ \* + FK COMBO 2: + \* + MK, FK,

+ × + FP COMBO 3 + × + MK, FK, (+)+ MP









Hi god (a title disputed by swears that Sabrewulf is the leader of the HI cack.



According to Shane, Sabrewulf is the best character in the game. "He's one of the exclest characters to learn, but he also has a lot of complexities





## labrewulf

COMBO 1 FP. (+)+MP. FK, (+)+FK



COMBO 2 (+)+FP, QP



JUMP + FK, MP, (+)+MP, FP, (+)+MK





practically steating the show, with extravagant me attacks involving her precocious ponytail. Her dangerous doo cuts down Kremlings like a law nmower and wrops around barrels so she can hard them in the facts of enemies. But her ultimate move is the helicopter hair-spin

# DKC 2: DIDDY'S KONG OUEST-

that carries her and Diddy right that currections of the control of t

a swift spider who wears sneakers, a snake who coils up like a spring and bounces like a pogostick, and Squawk the parrot o now carri

You'll also meet characters in bonus is. When the hell s for Diddy and they have to a—a highthe Krelm

n while

sells game

cool the good guys in DNC2 bring exciting action and variety to their funtary world. Diddy stars in his list leading role, swinging from vines like Taran, mugging for the gamera and stomp-floor of Newslives in the cool of g on Kremlings in the

tradition of previons Mintendo
Su perstars
Su pe

even anyaouch. His new stunts include throwing Dixie, and being thrown be her.















nation to serve a penalty. 2. desting or fate. 3. inevitable

Williams Entertainment introduces one of the best

games ever for the Super NES, and one of the bloodiest. Doom places you in the dangerous, first-person role of a Martian Marine sent on

a one-way mission to a futuristic base where howl-

ing alien demons have turned the locals into hamburger. Grab a gun (or but-ter a bun) because now it's your turn on the grill.



Doom began life as a PC shareware program. All players could get free samples, but they had to buy registered copies from ld for the nomenon that rocked the PC world, with players jumping out of their virtual skins when hideous demons charged them in a realistic first-person perspective. Now, the Super NES version, programmed by Sculptured Software, recreates 22 of the original 28 stages with friehtening quality.



Doom uses the FX2 chip to enhance the speed of the graphics, which results in very realistic motion as you run or sneak through the maze-like bases. The detail of the texture-mapped surfaces looks almost as good as the PC version. With 16-megabus of memory. Doom weighs in as the largest FX game ever





and fast scrolling accord the PC game look fundants on the Super NFS

### POLITICALLY INCORRECT

The ESRB board gave Doom the first Super NES Mature rating ever, citing the graphic violence and gore in the game. That rating suggests that players should be 17 years of age or older. Doom certainly contains a great deal of violence and gore, but it's blood factor is similar to a number of games that









or and extends stages use decaded texture

### When experimental transporters on the no choice but to enter the deadly base armed

savage aliens from another orders to clean up the mess. Your ship lands on Phobos. and while you remain ourside the base, your comrades explore the carpage, and are added to it. Now, all alone and unable to navis gate back to Mars, you have



# SCENARIO Entitled Knee-Deep in the You'll pass

Entitled Knee-Deep in the Dead, the first scenario deposits you on Phobos, where all the humans have been killed or transformed into zombie-like kamikazes. You'll pass through seven grueling stages, each filled with secret areas, weapons and items. You'll learn the basics of survival



### HENERS

The first stage lets you get your booes wet without going in knee deep. Only one of the three secret areas requires much effort to open and enemies remain scattered and few in number even at the fifth and highest level of difficulty. On your first trip, move showly and say near walls for extra cover.







Look for secret doors everywhere Discolared will panels often indicate a hidden entrance. The pleasages abown here is lead to the outer court yand and





## NUCLEAR PLANT

More complex than the first stage, the Nake Plant contains many secrets and one door key. Clue I leads to a secret area and the courtyard where you can stag the Chatasaw. The computer maze contains loss

of Medkits and armor. Shoot enemies from a distance Even your shoot un base an impressive range.

OUT OF SIGHT, NOT







NAMED





ly lit elevation. Animp attacks at the top leade, yearli find a Mediot and ammo

Toxic wastes and even worse dangers can be found everywhere in this base, but many of the secrets may remain hidden unless you soend some time searching every nook, cranny and wall nanel. For instance, to find one red button, you drop into the deep toxic pool near the Blue Key room. Don't miss the trove of

items beyond the blue door that includes a Soul Sphere and Invulnerability Artifact. Go to the right and look for a secret wall panel near the corridor.

MYSTERIOUS SOUNDS

back well. An elevator takes you to Rocket Launcher, Champun, and

where.



Prepare yourself for a bloodbath at the military buse. Hordes of Demons, Imps and Former Marines storm your position. That's why you should stock up ber in the Toxic Refinery with the Soul Spheres and Armor, To avoid rocket fire, use the Left and Right Buttons to

sidestep out of danger. Stay near corners and fire at any blinking pixel. In the Star Chamber, trigger the enemies and back away while firing. You'll survive and earn Medkits and ammo. Use the back-away strategy clse-





The Command HQ on Phobos presents puzzles and new dangers. A maze section can spin you completely around while a elsewhere you must wade through long trenches of toxic waste. Grab the Backpack in the secret room in the left wall near the starting area so you can carry extra ammo The Radiation Soit near the central core can

protect you for a time against toxic exposure. The vellow key in the maze area unlocks the secret to the final bridge and exit. Be patient and use the map.

### ONE SHOT ONLY







## Hit the switch and run to the elevator if you miss it, you'll have to start the stage over if you want to reach the upper level.

## The Lab isn't quite as complex as some areas, but it can end

your mission just as quickly. You'll have to wade in toxic slime and keep a lookout for attackers at a distance.



## MARKS THE SPOT

Dr. Market also marks





door just to the right of the screen shot shown at left. Watch out

Blow these two toxic west cans to access the hidden closs to access the respen-cion behind them. You'll get a Shotour and Amer Requises





MATERIAL PROPERTY



The second scenario-dubbed The Shores of Hell-raises the challenge to a new level, with transporters, moving floors and ceilings, lava pools and more cunningly hidden secret areas. The six stages contain complex mazes where new creatures lie in wait and wideopen areas where crossfire will chew you up like a stick of jerky.



### WARP SPEED

The Transporters instantly zap your bones from one hall to another. More than tion will be swarming with badguys, so have



Moving around the maze like this can be confusing. To get a better sense of your surroundings. use the X and Y Buttons on the map screen

and out



DPPORTUNITY KNOCKS

Most stages provide some safe spots from which to

shoot. If you can see an enemy, you can shoot it.

but it may not be able to hit you. Stand at a corner

so you'll be harder to target, but don't stay there

long. Keep moving out of sight.

### BIG. BAD AND UGLY Things get really ugly (literally) from here on out-

Expect lots of Imps. Demons, Lost Souls and the word. Floaring Cacodemons. They seem to swallow hot lead like M&Ms, and the ammo is limited. You have to make every shot count and use the natural cover,



### POOR SUPPLIES

You can only play the second and third scenarios at the two highest difficulty settings. You have to take it like a space marine, and that means taking clips of ammo from the creatures you mow down. Ammo is scarce, so don't waste shots and walk across every defeated enemy to resupply yourself













vate the first door in Hell Keep you will be consumed in enemy rage and firepower. You'll find that you must run away from danger as often as you challenge it. With fiendish mazes and traps, and more numerous and tougher enemies, Inferno won't cool off until you're toast.

### TOUGH, TOUGHER. TOUGHEST

How can they crush thee? Let me count the ways. The allen stronghold never seems to be empty. As soon as you figure out how to wape out the foes in one area. you'll be faced with an even more difficult mop up task ahead. Keep two strategies in mind. Look for a safe angle or safe soot. And if you're suddenly attacked, run until you can turn and face the enemy safely. You always have the advantage of speed.



est inside the Kono



### FIGHT ANOTHER DAY

Live to fight another day by trouble, Never stand toe-to-toe with one of these you can't win-Your only chance is to find the advantage, and

there always is an advantage, Maze

areas have twists, turns, transporters, columns, pooks, etc. Open courtyards often have obstacles. Some enemies pour out of doors where they become trapped if you markly seroll to the side.





# FLYING THROUGH A VIRTUAL WORLD



#### LATEST DIRTUAL BOY



#### EXCLUSIVE REVIEW

#### WIRE-FRAME WORLD

As you can see, the graphics in this game are composed of wire-frame polygons. The programmers have done a great job of suggesting three dimensional shapes and mass with is format. Other filip side, however, it can make for confusing flying in some situations. Without surface texture, you may cometimes loss eight of where you are or what's in front of you, especially if you're flying very close texture.



through pilers are destacles, but this goverye a lactical of anyjage in bottle!

#### FOUR WAYS TO FLY



List. Star Fox. Red Alarm allows you to writch perspectives during the game. This time around, though, you have four viewing modes inneed of two. The normal and ught viewsur, the asies to us, and they place you directly belind your Tech-Wing (glace: A bit more challenging is the cockpit view, which fight in mulster from will probable

prefer. This view gets you closer in to the across, but your field of view is not queen wide. The B/4 to price is peoperties well to mose challenging flight mode, observed female to but this or the view that he set demon



#### GET READY FOR A 3-D BATTLE

The 21st country is a time of were not streft for the calling almost. As the pillo of the last Tech Wing Ephiner, you may be a surprise of N. VOS, a formed a weapon with retificial inelligence and weapon with retificial inelligence and trees with a country of the country of country on your besides up display not to your only on the country of the country of the to your slips of the country of



The extrems not as fast as that of Fax, but there is a sering of actually moving through three dimensional street.



pans feetures home before ting one and undersmosts, and if their per actings of 3-th special effects.



## SEKTENCE WEKTAL MENTIN TAKEE DIWENDIONDI STAGE ONE OUTER DEFENSES

This first stage is fairly quick and simple, giving you a chance to prac-tice controlling your fighter, hlasting airhorne and ground-hased







houses a major adversary Hork Lander is the mech guardian of Suge One, but fight. Just be careful of the other enemies flitting about, as they'll shoot at you

while you're concentrating on Hork Lander.



## STAGE TWO

TAKING A WAONG TURN





Sarbaray is tougher than maneuverable. You might of strafting him and then flying off at high speed. straight toward him to get his arrention, then start flying



#### LATEST DIRTUAL BOY



#### CLUSIVE REULEW

## STAGE THREE

#### WATERY GRAVE

like growths on the cavern floor, Stage Three seems like it could be under water

Power-Ups.





in this Danger Zone, probably because this trio of combat mechs is challenge enough! These droids have extremely thick skins and two types of weapons. Once again, a shoot-while-retreating strategy might be the best buttle plan.





#### BREAD CRUMBS, MAYBE?

handy in this stage, as the threat of get ting lost or turned around within the e is very real! Another concern is maze is very real! Another concern in the sheer number of enemies you must face, including two not-so-minor opponents that guard the entrance to the Danger Zone. With all of theso laz and taking up precious time, your before you ever reach the Danger Zo







This menacine mech is just guardians. He bounces and rolls wildly, but he doesn't shoot much, and you can take refuge behind pillars. As follow are even worsel



You're now penetrating deeper into KAOS You're the last, best hope for wining out i ultimate engine of wart. Do not fail



Tee it high and let it fly! T&E Soft. the company that developed best lling golf gam

Classics: Pebble Beach Golf Links and Wicked 18. redefines the

genre with the

game!

irst golf game for the Virtual Boy Grab your clubs as we explore the features of this password backed

FOR

**Make The Cut** 

Remember your first video golf game? Flat, tabletop fairways and warped, unreadable greens robbed you of both your good shots and your natience. Now those days are as lost as a power-sliced ball. Employing an innovative, high-speed 3-D processor called POLYSIS, the developers at T&E Soft have transformed polygon surfaces, wireframe modeling, and graphic patterns into a stunning virtuni world of golf. Take a swing on a sloped fairway, shoot from an elevateditee and putt across the undulating

NINTENDO POWER







Tournament Can you golf seventy-two holes against forty-seven players?

Grab your clubs and hustle out to the first see! Don't forget to check player standings at the

Play against your best score or someone else's total in Stroke Play mode. Players are allowed

Member's Tees. This mode is

PERSONAL PROPERTY.

depth perspectives, allowing players the opportunity to cus-

Looking for a wide mole view? Select the "Mena" ison and customine the

How many holes can you virtually complete in Play against yourself or practice on the taugh holes in Strate Play mode. You could not the sharter level to Member's use

he Sweet Spo

T&E's Golf is packed with a multitude of easy-to-learn options to suit every player's style of play. Anything else is a Double Bogey Golf game. Easy Access Nice Shot! Get A Read





fter you gick your club and educat your





your stance and you might have a chance at a hole in one!

rob many players of

birdie opportunities.

Feeling lucky? Adjust

Chack the direction of the wind and aim for the hole. You put registrateurs

Tricky Tree Limbs

No Easy Par The thysoer/thole Tough Approach The eight eventh's excitation of beriter's a emough to there anyone borriers. Are carefully and you'll avoid spanning a bod day at this beach.

**Bunkers!** 

devours nor-

mal tee shots.

Players fortu-

mate enough to

should consider themselves pro

tour material. A slanted green renders final judgment on your scorecard. Take a read and watch your speed!

carn

Hole Number 1 2 3

Per 4 4 5 4 3 4 3 4 5 4 4 4 3 5 4 3 5 4
Yard's Ckeepkenkip 340 340 430 480 200 370 M0 440 310 460 380 370 M0 570 480 380 480 380
Yard's Membaniko 340 335 470 470 185 355 145 430 465 420 345 340 350 540 375 M0 453 340

#### SYNDICATE"



#### BRAVE NEW WARLORD Ocean rolls aut an

intriguing hybrid af shoot-'em-up action and brain-stretching simula-

tian. In the future. brutal crime syndicates have seized cantral and divided the warld Inta 50 fiefdams, Your

nat-sa-easy gaal. warld damination far your syndicate! Ta achieve it, you'll have to arm and direct squads af cybargs an mare than 50 deadly missians. Up to faur can play this game, which all the excitement and chalthe much-talked-about PC



#### CANICAL-SANDICALIST

As a brash young executive, you'll have to prove your mettle by taking on increasingly tough assignments worldvourself offing exhores in the reptile

house of an old zool The worldman Sashes to indicate analogs of catalogned by war succybores into these warerable





Before each mission, dip into your Cryo Chamber to select teams of one to four cyborgs. then arm them and modify their various body parts. You can also spend funds to develop advanced weaponry and body parts. All this is quite costly, which means you'll have to tax the populanons under your control. Tax them too much, though,

and they'll rebel. Who said world domination was easy?



Moke a cyborg faster, stror

### THE MARTIAL MISSIONS



#### TO SEVER AND PROTECT

A flashing yellow triangle indicates mission targets. while a cross hair appears when your cyborgs are in range of any civilian, enemy cyborg or enforcer droid. Try to resist the urge to squeeze your trigger indiscriminately. You don't want to spill innocent taxpayer blood, do you? You can easily identify

enemy cyborgs by flaming black outfits While some missions call im and a trial of having warm you add no for liquidating enemy cyborgs, others

require you to win over miseuided civilians with the Persuadatron. Offing these civilians is an especially had career move that's guaranteed to bring down the



con streets of the



stand on a control platform far above the city streets, observing and controlling the action below. You won't be able to see your cyborgs when they duck behind walls, so



develop a dependency problem. As a last resort, you can self-destruct specially modified cyborgs, wasting anyone and anything unlucky enough to be in the vicinity.



ties via the CHIP in its neck. This device controls Adrenaline Percention and Intelligence (APD less els. Crank these levels down when the coast is clear, or your cyborg will





and modifying four eyborgs can quickly deplete your cash reserves, especially during your low-budet early missions. What's more, only seaned syndicalists can deftly control four cyborgs at once, so it's often best to go with only two cyborgs. Beef up your dynamic duo by giving them extra chest protection and super vision, and maybe even an extra

shoteun or two



Josef burst into my house, sweating with fear. "Josef? What is wrong, my friend? Here, sit down." He stared at me, eyes wide, his trembling mouth working in spasms. "Richter..th" Annet and Maria. They're gone Drawled has taken them! The Lord of the Undead Rives agains"

# astleyania;

# 7/Dracila

#### HOW WOULD YOU LIKE YOUR STAKE DONE?

Wand or tack of the haring, which was a crack of the war war was a crack of the war was a c

damoting for yet another iment after eight years and vious titles. This time around, it's Simon Belmont's descendant, Richter, who must seek out the væmpirie head honcho, rescuestwo fair damsels in distress and restorepeace and prosper-



Unitive Suger.
Coordination by
which featured an
eight way whip
you can while only
to the left of right

WELCOME

vania games, you can progress through var ous side scrolling stages win pping into submissio the sundry ghosts, ghouls an

DLY NEW make up for your whip's short attack range, you can pick up other weapons in each stage. Secondary weapons are powered by the heart

icons you gather, and usage

the screen.

press the Fire button for a single shot from your special weapon, or press X for a powerful special attack that strikes everything on



g the way. Another cool fea ture is that the path through some stages—and even major enemies you encounter—can change, depending oo what you do or

#### NEEDFUL THINGS

aps oo the following collect up to 100 hearts, cao hold only one sec-

ary item at a time, so make ou really waot a particular

#### VILLAGE AFLAME

just to wreak vengeance upon the Belmont family. It is your duty to answer his chal-lenge, to battle through the flames and

a seeze of chaos. "The village! The monster is burning our homes!" Josef turned to me. "Dracula would destroy an entire village





The skeletons in the first part of the stage pose-little threat, but those that come after throw bits of themselves at you. You can sample different weapons, but don't waste hearts using special attacks on easy targets.





# ind. of a philopolity of the

#### A BRIDGE TOO FAR

Construct of higher had colored the mixed of preciate two conditions the precision of the mixed of the mixed of the mixed of the conditions are in the conditions are in the conditions are in the colored threat of the mixed of the conditions are included to the condition of the circumstant are included on the circumstant are included considered beautiful or the conditions are included considered by the conditions are included considered by the conditions are included as a condition of the c









NINTENDO POWER





# This area automatically This first major foe is no pushover.

scrolls, giving you little

ous items as the heast follows

you. The beast, however, falls into the flames at the end of the

There is a pattern to his movements as he leans from side to side, but he often ends up off the screen and

out of sight. As you hat him, beprepared to leap onto a platform to avoid his fireball attack. Another way to avoid the fireball is to leap towards and over it as it travels across the ground.



to collapse and then whip the







especially if you have the axe. large hat will break up ioto sr bats after a single hit, only to s

reform into ooc



creature. Special ter of small hats moves slowly and predictably, giving you time to strike at will.



#### STAGE 3 WATCH YOUR STEP

The next stage of my jour my took me deeper in the confines of the costle. The stairs and plat forms were rife with floating, ghostly heads an flame breathing goardion status. I eventual flame breathing goardion status. I eventual come to a hoge chamber in which my only put across was made up of a terries of uneven pillar I thinktered to think of suke wasted for we below

jame overling chamber in which my only occase to a hoge chamber in which my only ocross was made up of a teries of success in I shuttered to think of what waited for me bifffell



Aok-k 9

In the long room just of the cross as water aby you the state of the cross as water aby you the state of this statement. Croude thou name with the wall to find a range var life. You'll need this if you end up fasing the headless knight!

BALANCING ACT

If you make it across the pillers, you'll meet up with he headless whight and proceed to Stage 4-the high road. If you fall off the pillars, you'll skip the rest of Stage 3 and proceed to an alternate Stage 4-the low road-one that's quite different from the "normal course.



## STAGE 4 THE LOW

The rows of pillers had been designed as a double-edged by the flower broathing attent which 'go' me, the floathing he would have k me off the fillers and sout me tumbling rates over we below. On the pillers and sout me tumbling rates below the foundations of the arths. According to the a there were cover that were filled with explaining the many lates by the many sounds of the cartle. According to the a lates by the many sounds of the arths. According to the



and but to could show per time power ray was goods



## STAGE 4 THE HIGH ROAD

I had hoped to avoid the lower chambers of the castle, but the path eventually turned down anyway. Luckily, I did not encounter the mud pits, but the obstacles I faced were dangerous enough. As I trudged onward, great steel blocks lined with spikes plunged out of the darkness above and nearly impaled me! This paled in combarison to the mechanical madness I

encountered later: a system of platforms and pulleys designed to carry someone up a vertical tunnel. I might have appreciated this engineer-ing warvel more, if not for the flaming shulls swarming about! I also discovered two locked doors along the route. Perhaps I should have kept the key I found earlier?



The key that you find near the headless knight's room, which takes the place of the special weapon in your inventory, will open two doors in this stage. Will the lack of extra firepower be outwelghed by what you find?















#### MINOTAUR MADNESS

Dracula has charged the Minotaur with the task of keeping intruders out, and it's a job the hull-headed creature relishest Platforms once again play a role in your hattle strategy as you judifferent levels to avoid the Min charges and frontal attacks. If ye axes, you can toss them over his block

g weapon and strike him in the head When he throws his head back, he's get ting ready to toss some rocks. If you e it right, you can run in under the ower of stones and strike him twice













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#### FPICS ON-LINE

f you love epics and want to meet some new friends who share your passion, the hottest place in cyberspace is the Nintendo. Power Source Epic Center on America Online You'll find the latest news, bulletin boards and opening creative adventures like Wizard's Realm. You'll also be able to chat live with epic fans and people from Nintendo, Square and other licensee companies. Final Fantasy fans will find ongoing epic struggles between clubs of Moogles, Yetis, Dark Moogles and other beings of fantasy, and anyone can join.

In Wizard's Realm, you'll find hundreds of postings that follow various heroic and evil characters on adventures in the land of Kina Golbert. You can choose to be one of dozens of characters. Nke Duke the brave he-man, Chargon the evil dragon or Peach the fairy creature who often travels discussed as a hasset bound. The rules for this interactive RPG are sample and you can



even submit your own ideas, which may then become a part of the Realm. Postings from the King or Wizard give characters clues or send them off on new adventures It takes imagination and a computer, but Wizard's Realm and other upcoming on-line RPG experiences in Epic Center offer a fun way to explore new worlds.

#### THE EPIC CALENDAR

ere's the latest read on apcoming epic games. Chrono Trigger hit the shelves last month and should still

be available (A Chrono Player's Guide hits this month.) This is the biggest game ever from Square Soft, but another blockbuster is due out in November when Secret of Evermore arrives Topether these two epics alone would make 1995 the best year ever for epic stamers. but there's much more on tan. As for Secret of Mana II, the latest word from Square Soft is that the sequel may appear in 1996, but the final decision has not yet been made. We also learned from sources at Square Soft that developalready begun at the U.S office

and that the same team that created Secret of saddle. Since the prefiminary design of the new game has just begun, we have no details yet At Enix, the focus on

The Seventh Saga II has shifted to 1996. According to Eniv America therame still needs to be translated into English and probable can't happen in this year. That is also true of the other uncoming Enix prod-

ucts, including Genesis and Dark Half. The good news is that Dragon Quest VI (Dragon Warrior 5 in the U.S.) may actually arrive early. Enix. now reports that the massive epic may arrive in the Spring of 1996. In all. Enix plans to release four new enics in 1996. As for this year's surprise hit. Ovre Battle, Enix reports that every shipment has sold out. but they continue to reorder. If you can't fund Ogre Battle currently, ask your retailer if a new shipment is on

theway Koei's two fall titles-Civilization and P.T.O. II-should appear in October and November respectively. These may be the final l6-bit titles from Koei. The space colonization game and Brandish II mentioned previously in Epic Center now look unlikely to be released for the Super NES. Contacts at Koei, however, are looking forward to continuing their line of excellent historical strategy games on the Nintendo Ultra 64 Capcom's Breath of Fire 2 should be out this November, Tecmo's Secret of the Stars should be out already. And, in November, your Epic Center news reporter will travel to Shoshinkai in Tokyo to report on the first NU 64 epics from Koei, Square and other Japanese compaEpic Center continues its coverage of the ultimate RPGi Chrono Enggen from Square Soft



# HRONO



## Our story

When hast you visued the pages of Epoc Center, our he towepury members had not toged to extripate themselves from the Proto Donas and rap themselves to the End of Time. Now, you will rollow Cross and har results to the per will roll our control to the result of the per together the dark lair of when the magical town of Medina or the per historic tundles of Medina or the per historic tundles

#### Magical Medina

Although you may be usupped to go beene for a rest, the best hinty for you to do cover you leave the End of Time is to warp to Medium Village 1900 A.B. Arriving in Medium, you'll step out of a close in one of the bouses, Instead of findings people, you'll. Find gobins who really despute human beings. They are subjects of Magus, the end rule of the southern continent.





At the End of Time, take the portal that leads t odd town known as Medica Village, in 1993 A D

Melchicr is the key to the Alexanum. Swort Drily he can mend the sword and

The natives don't think very highly of flurans. By fare y occup, on, or, in price in the price i

anske it whole spain





In Medina, you'll learn about Magus and the feelings these gobeveryomerben bead to Melchior's Hut and Heckran's Cave where

- there is a Time Gate to Truce. Residence
  - Medina Square
- Forest Ruins
  - Melchior's Hut 6 Heckran's Cave



#### HECKRAN'S CAVE

Teckran has guarded the secrets of his cave for years. If you defeat him, you'll discover that Magus and Lavos share an ancient and mysterious connection. Heckran's attacks can

be fierce, so use Marle's healing techniques to keep your parry healthy while you use combos with Crono and Lucca.









magic. Its Water attack can drown any hope of suc cess, however, so make sure you are prepared to heal your party insta ly using Marle or powerful Mid Tonics, Use Crono and Lucra's combos, such as Flame Toss and Fir

Vhart to burn Heckman

VOLUME 76 5





Sather your counse andretam to Truce village, 650 A D



The Time Sate at the fair takes you to The End of Time.

## you jump in, you'll reappear near Truce Village







The Silver Points can be conyou win the cat for 80 Silver Points, take it back to Cat Food at Bekkler's and put It in the Cat Dish when

The trail of evil

In Truce Village in the year 600 A.D. you will hear rumors of war. Magus's army has taken the southern bridge, but now a hero has appeared. Crono to the rescue Aftivifeeding the groops at the bridge and defear-ing Ozzle's skeletal chaurson, you'll move south and bear the tales of a boy who has gone off to find the Masamune-a powerful sword capable of defeating the evil Manys

















































rea odd creature at the top of the mouten gives you a Magic Tab

Treasure Trove Gold Helmet / Crons, Fr. v., Robo Silver Earring / All Characters Silver Stud / All Characters

## DENADORO MIS.

Follow Tata into the mountains and prepare to face goblins and lancers. Crono's company must follow the trail to the peak and down the other side to the cave where Masa and Mune guard the legendary sword. Along the way, look for chests filled with loot.

#### MASA & MUNE Masa & Mune: 1,000 HP



Fusion: 3,600 HP

Prove your worthiness to Mass and Mune, individually at first, then again when they fuse into one enemy. Masa and Mune concentrate on combo attacks. Fire and Lightning magicaren't effective. Ice works well an do Crono's regular attack and Fire Whirl.





him the Horo Medal ogver the proken





nileon years B.C. to find the Dreamstone







Ioka Village Hunting Range 4 Dactyl Nest

MU





6 Meeting Site (7) Laruba Village



OLUME 76

the loka. Later, Ayla steals sten from Mu without having ro fight.

The wildest party of the age takes place to soft you arrive from the future. The transf and denouglests into the might. Ent source

FOREST MAZE The thirf turns out to be Ayla's wimpy friend, Kino. and he has taken the Gase Key into the heart of the Forest Maze, Fortunately, Kino has a very little brain and he leaves footprints in the wet earth, Track him

through the forest to the Reptue's Lair. Entrance ...Treasure Chests







REPTITE LA

The Reptite Lair is filled with angry green Reptites, Megasaurs and other guardians. You can jump down holes to escape from many fights In the end, you can't escape from Nizbel-the chosen champion of Azala, lord of the Reptites.

se Lunea's Noooke attack to CENTER WITHIT CHEE





4,200 HP Azala's mon-

Rollo Kick and Crono's Cyclone, Most attacks all so expect a lengthy battle You'll set the Gate Key back after. making Nibelgo extinct.

NINTENDO POWER







Treasure Trove

Rock Helm / All Characters by Vest/All Characters



BIRTO

Haunted pasti 600 A.D.

**CURSED WOOD** 

With the Masamune restored and Frog now back in the party, it's time to hunt down Magus himself. First, you'll pass through the Magic Cave southers of the mountains to the island

















Magic Cave southeast of the

✓—— MAGUS'S CASTLE to deal with Slash and Flea, the benchmen, and 100 foes in the castle must all lie defeated When you emerge just beyond the dead man in the Beprepared for an epic struggle. You'll climb higher an Magic Cave, you'll find that you are just outside Mague's the castle, following Ozoe through room after room of

Castle Bats hover over the parapets. A cold moon shines down on the evil scene. Inside, all is silent until the shadow of Ozzie appears near the stairs. Ozzie-the fiend who changed Glenn into Frog and who destroyed Cyrus-watches all. Before reaching Magus, you'll have

TENDO POWER

face Ozzie himself, but even then you still have Magus waiting for you. The castle includes regular overhead views plus side-scrolling perspectives, Jugglers, Roly Bombers, Outlaws and other villains haunt your every step. Bring as much Mid Tonic and Mid Ether as possible and equip your party with strong defen-

sive items.











Crono has a long way to go. At this point, you are between one third and one half of the way through the game. In all, you'll spend sixty hours or more on this adventure, and when you defeat Lavos for the first time, you'll be able to return to play again with Crono at full power.

There are said to be more than ten different endings. The Nintendo Player's Guide, available in October,

will have all the secrets e decty's By you to

cote, Leves







VOLUME 76

MAGUS

6.666 HP



#### CAST A GIANT SHAD The collapse of the Han Dynasty in the sec-





ting conquest for hours on @1995 KOEI Corporation









ond century A.D. plunges China into political and economic chaos. Feudal warlords. secure in their heavily fortified cities. plot against their neighbors while preparing themselves for the ever-present possibility of a burburian invasion. Can you, too, reunite the richest and most populous nation on earth by conquering all 43 cities? Romance of the Three Kingdoms IV retains the same six basic scenarios as its predecessor, but Koel has greatly

enhanced the graphics, made the interface more intuitive and added lots of command options. Now a 24-meg titan, RTK IV features a richly detailed aerial map that reflects the changing seasons.

You can choose

The mester meau leads to 10 sub-menus ners are also five pages of data for each from among 450 rulers and officers or create as many as 180 yourself. RTK IV comes with excellent on-screen help, accessed by

pushing the Y button, and a far richer array of diplomatic and chardestine options than its predecessor. The battlefield control is far subtler, thanks to many new commands that allow you to use

Piner: Ping Your



Before the game starts, you'll have to pick a worlord. Historical forures have cities preassigned to them. If you create a new ruler, though, you can take your pack. of unoccupied cities.













SPECIAL ITEMS Find new officers by sending an officer with a high Politic ability to search one of Cina's

eight regions. Sometimes the searching officer will bring back a special item. Give the item to any officer to increase his or her ability in certain areas. The officer receiving the item will also become more loyal. Special items include books.



horses, weapons and the hereditar'y seal. Occasionally, travelers will give you special items.

EPS TO VICTORY

Conquering all of China will take smarts, guts, courage, moxic and luck. Do you have what it takes?









VOLUME A. A.

#### RUNNING YOUR CITIES

It's not easy ruling the most populous nation on earth, but good officers are a big help. Assign officers insist has best suit their unifvidual abilines, always keeping as mind the crucial Logal rating. A mer feature in RTR IV allows you to put an officer in charge of the four city functions of the control of the control of the Theorem Stoney applies allows you to gather information on a rivaly development efforts. Suc can then use this information to boost your





#### INVEST SHREWDLY

Take time to draft and train soldiers, increase your food supply and build weapons. When playing in Pro mode, though, the system may force you to fight while you're still unprepared. You'll find your military stills put to the ultimate ten.







SECRETS TO YOUR SUCCESS

GAT ON THE ANCIENT INFORMATION HIGHWA Gather se much information on possible before making moves. Tend it haply lapid officer on a low wants to any move to an enemy city. You can also spread distributed with the Decision will know actions.

Continue transferent county (Continue transferent county) (Continu



## BUY OR

To cosquer a city you'll almost certainly need to knock down the castle gate, and to do that you'll need a battering ram or a catapult. You can't buy these weapons, so you'll have to build them yourself First, though, you must develop a high level of Technology. Watch out for saboteurs trying to set fire to your arrised!



regions are hos soors; title to flooling, so you need not spend as much on fame there.

| Common prince or a more common common common to the common prince of the common common

OSS MARIE OF A LOYAL PARTING drays below 50, Sha blee your creat has serve. He fit come back with a higher loyal nation. You consider how some the fitting of care intermediately and the consideration of care in the care

Stratung more politics for many a over ing spirit. They will be more likely to live the con-





#### INFLAMING WAR



The battles become the land outside a city preselent/makes them vulnerable to a fire. them vulnerable to enerry troops

Placing your forces in aforest or

#### "Wall of Fire" is the name of an actual battle, found in Scenario 4.

Litt Bei trounced the once mighty Cao Cao in a great naval bartle by sending our secret agents to chain together Cao Cao's ships. Liu Ber then sent a burning ship into the paralyzed fleet. Thanks to the all-new fire-related teatures in KTK IV you can recreate this famous battle. Other new options allow you to use your crossbows to shoot flaming arrows or the firebolts, which are far more powerful than flaming arrows.



If the defenders retreat to the city, the attackers must climb the castle wells or smeshits onto. "If denotes as infantry unia carvary unit, "X" is a prossbow unit



water, plain enemy ships topy ther and set



Before going to year you need to be save of your officers' locality and your army's morale. Leave extra provisions behind so the people won't rebel while you're out in the field Consult your advisors often. And watch your allies. They want to conquer China, tool





Softenap a city before attacking by dispatch ng a sabotour to set fee to its food



A novel feature in Romance of the Three Kingdoms IV allows you to send a highly loval adviser into an enemy city for a six-month spy mission. The officer will send back reports every two months. Should you attack the city, your officer can begray an ene-Always consult your trusted aides





#### TRATEGY

# OgreBattle

With twelve possible endings, it's no wonder that many Ogre Battle enthusiasts are playing this strategic RPG again and again. This month's Epic Center Strategy returns to the Continent of Zenobia to reveal the secrets to attaining the happiest ending in the Zetegenia Age.

#### THE QUEST FOR

Ogre Battle isn't your average build-up-yourlevels-defeat-all-the-enemies strategy role playing game. Hack and slash Rebel leaders never rule beyond their first year. and some frustrated players discover the best reoutation rating doesn't equate with the bestiendingd Are you the harbunger of an entight ened age, or just another SCETCES LO SUCCESS.

ineffectual despot? This month's Epic Strangy section focuses on the key factors that contribute to living happuly ever after

#### in the Briegenia Age Qualities of a

The three qualities required of a leader are Alignment, Charisma, and



to reach the end of Ogre Battle, this strategy won't give your a harpoy ending. A winting technique is to Fight enemies that are two or three levels stronger than your army units Keep's few smigh upits

these trains to qualify for the best ending. These qualities also affect your ability to recruit newerful characters and fine value able items and freusures Depending on your playing style and decisions.

these leadership traits increase or diminish throughout the game. virtuous leader is rewards ed with the best ending when he or she reclaims the Temple Shalina Read. on to learn the leadership

#### Everyone Loves an Underdog!

Nobody likes a big bully. A common mistake Battle players is to build un the levels of two or three units to astronomical levels and then to use these heavyweights to destroy every Empire army in sight. This universal technique works in all games that require level building, right? While "defeating a paltry enem this method will allow you

retreating unit to lose one Charisma point, but force slashes your rlignment and recoustion point totals. When you do a engage a higher level unit. be sure to equip your pacters for a Liberation weak armies with powerful weapons, armor, and items, Use Heal and Heal Alletems to revitalize your

Breaking of a battle against a week and does less hern then be

Stack the odds in favor of your.

week unitably expending Farat Cards during engagements.

and in case the impe-

rial forces get out of

hand. If you accidentally

engage a weaking unit.

avoid the impending

slaughter by retreating

from the battle Running

forces (if you gun ou wisit a Trade City and replenish your inventoryland don't be afraid to expend a Tarot Card or two to turn the odds in your fayor. If you're worried about running out of Taror Cards, besure to lead up your deck with lokers. The loker is available at most quality item shops throughout the game. Finally, if you do have to engage a weaker enemy unit. relect the LEADER partie



benerable strategy to employ on the battlefields of Zeroba Depending on your unit's strength selecting any of the other tactics can damage your reputation or the army's alignment.

#### Lead a Liberation Unit

First impressions can make or break your success story in Ogre Battle. Make sure the inhabitants of every city see your leader's best side. One crowd pleasing method for raise ing your reputation is to liberate cities using a unit with a very high alienmente This specialized force is usually referred to as a Liberation Unit Check the individual absorments of your characters and assemble your Liberation Unit before venturing into new areas Finding characters with high alignments early in the game is challenging. Clerics and knights with an

agament of around fifty

points make suitable char-

Unit Players who seek the

best ending usually put

their leader (the main

character) in this unit.

NINTENDO POWER

There are two reasons for | Fortune Card may ranthis: the leader possesses a high alignment at the beginning of the game. Death or Devil tarot card and liberating cities using a can produce a minor setthis unit increases the leader's Charisma and Alignment rating. A few examples of characters! Hierophant and Priestess and monsters with cards increase the extremely high align-



safed for combet -in fact, you Laboration Days can be made on

Doll Mages, Doll Masters, longer. Remember that Nixies, Seraphims and Silver Gold, and Platinum Dragons, Keep in mind that Liberation Units for quently do not make the est detense units. After liberating a city, you may move low alignment units in to occupy the area with-

#### our penalty to your repuration Pick a Card. the RIGHT Card! Some Tarot Cards

improve or diminish your Reputation, Alignment Liberation Unit will draw a new card each time you liberate a city or Roshfallian Temple, The Temperance and Lovers cards all raise the gauge in



bed cards. Don't be a joken

domly raise or lower your Reputation. Drawing the back. These cards reduce your Reputation meter by a few marks The Alignment of all characters within the unit liberat-

ing the city, while the Alignment in the group. The Charisma of the Liberation Unit increases when an Emperor or Empress gard is drawn. ome players restart a level if they draw a badward. While this tactic protects the player's Reputation, it ments include Paladins, Jean make a long game ever

Stimurai Masters, Sylyphs, 1 the game doesn't force you Muses, Monks, Titans, to collected and Just say no when the game asks vonen draws Keen an eve ent for other useful cards including the Moon and Sun cards, which weaken or enhance the strength of various military units.

## Never Lose a

One of the quickest ways to destroy your reputation is to lose your Liberated cities to imperial forces. The citizens quickly lose confidence in your ability to effectively govern your growing kingdom. of the unpleasant curriculum within the empire's repatriation program Until you control the surrounding countryside. keep a sentry unit on the city to fend off any enemy

incursions. As an added benefit, any units within a city wall slowly recover his points-it's probably because of all that great food available in the marketplace. Be especially cautious when defending a coastal city-the empire is notorious for recruiting bands of pirates. If a campaign turns ugly and your DE TETO STRATEGY

cities begin to fall, the trusty purple Reset Switch: can be your most able and willing heusemant.

Actions Create Tower card lowers the | As commander of the rebel cause, you are frequently confronted with mportant decisions that shape the finure of your



government. Your conclusions also shape the

public's perception of you as a leader. When faced with a difference pay close Renutation meter as you select your answer. One of the most controversial game decisions is whether you should forgive the witch Deneb in Deneb's Garden. While the Ogre Battle Instruction manual



tation will fall many play-

ers opt to do it anyway. The reason players do this is to obtain the Glass Pumpkin, an item used to build an army of Pumpkins, Watch your reputation meter fall

next time you decide to forgive the witch. While this character may assist. you in beating the early areas of the game, your low Reputation level closes the door on opportunines to recruit powerful characters later in the game. Does this imply har you should finish of f all of your defeated enemies? Absolutely not. The game would become very difficult if you wined out every charac-

ter you defeated. Weigh your decisions carefully and consider the implications of your choices. Don't forget you can always reset and give a different answer-unless you saved the game on only one file. If You're the

est, You'll Get the Rest If your leader has high

Reputation, Alignment, and Charisma scores, you've accomplished the toughest part of reaching your goal. A healthy Reputation gauge allows you to wield the Brunhild Sword, the legendary weapon found in a hidden temple in the northwest corner of the Kastolation

Sea. The Brunhild Sword is the key to the Chaos Gates, five hidden portals you must enter to get the best ending. Be sure to pick up all twelve of the Zodiac Stones. These valuable gems are found in Volume 75 covers the most commonly missed Zodiac Stones) The perple of Zenobia seek a virtuous leader. May your quest have the happiest of happy endings.



Nintendo Pomer: Has the Suber NES reached its full botential?

Howard Lincoln: 1 don't think so. With Killer Instinct, Yoshi's Island and Donkey Kong Country 2, we've advanced the technology even further than in DKC, I think that the people at Rare and Nintendo believe that there is tremendous potential for future Super NES SAIDCS.

NP We've heard rumors about a NINTENDO POWER

disk drive for the NU 64. Is there any truth in it?

Minoru Arakanse: We will unveil a bulk storage device for the Nintendo Ultra 64 at Shoshinkai this November along with the NU 64 controller. I can say that it is a new technology, not CD-ROM, but not all of the details have been completed yet. The Shoshinkai show will be incredible. Von Il love is

N.P. For already got my ticket!

H.L. I'd like to add that Nintendo has always been at the forefront of video game controller technology and that players will be surprised and excited about the NU 64 Controller

N.P. Anymore Ultra 64 news?

H.L. We're happy to announce a new Dream Team member for the NU 64. LucasArts Entertainment and Nintendo are beginning to work on an exclusive NU 64 title called Shadous of the Empire. The story will extend the original Star

Wars universe with a new plot and new characters. As I understand it. you play the part of a young rebel who holds the fate of the ledi



had a tough time at Power trying to demonstrate its 3-D impact. H.L. In both Japan and the U.S. Nintendo plans to show off the immersive qualities in a number of

Knights in his hands. George Lucas is very excited to be working with a technology that allows for a true, seamless. 3-D experience.

N.P. That brings up another topic. Who is the greatest creative force in video same: today?

M.A. I think last year it was Rare. This year, Mr. Miyamoto's Super Mario World 2 goes off in a whole new direction, and Rare bas done incredible work on KI and DKC2. But we find new takent appearing all the time from unexpected

H.L. What we've learned is that (as in Hollywood) there are a limited number of superstars in this business. We're fortunate to have two superstar development te ams led by 'Tim Stamper at Rare and Shigeru Miyamoto at Nijasendo.

phoes.

N.P. Everyone can see how good the new Super NES games are, but what about Virtual Boy? We've ways. In North America, we are working with Blockbuster to offer remails and a coupon for 500 of the read price. We will have mall tours around the country and, at retail scores, players will be able to experience Virtual Boy first hand with our special interactive displays.

#### N.P. Anything special happening for Mario's 10th anniversary?

M.A. Mr. Mlyamotov kitest masterpence, Super Mario World 12.7 yohivlaland, in coming our this fail. I think it is important to remember that each 'Mario game' has improved dramatically. Ten years ago, Super Mario Brox, was the bears years years and the second of the convolved or mere very four years and Super Mario World demonstrated a new level of 16-bit games. Vy Yoshi's Island pushes the Super NESewen further.

H.L. That's right. The Morphmation technique that Mr. Miyamoto desgred is just as revolutionary as Super Mario World was in its day.





#### N.P. What product has been the biggest surprise success?

H.L. Tetris. Most video games have a limited lifetime. Tetris continues to sell almost seven years after its Game Boy release.

#### N.P. What was the first game that you ever blayed?

M.A. The first was Space Invaders. The first Nintendo game was Radar Scope-our first areade game. I thought it was very good, but it didn't do well. (Big grin.) Then we got Donkey Kong and I didn't know what to think-if it was

good or bad-and it was the biggest game ever.

H.L. (adds with a laugh) We also thought CluClu Land was going to be a huse areade hit. A week after introducing it, our test location reported a take of just three quarters.

#### N.P. So what makes a great hit? M.A. It has to be fun. We have eval-

uators all over the world. If a game scores well here and also in Japan and Europe, we know we have a big players in the video game industry, not just players of videogames, what encouragement could you give three? M.A. More millionaires have been

made from this industry in recent years than from any other business. Combine knowledge of games with good designs, and you could be the next millionaire.

#### N.P. So what do you like best about your isbs? H.L. I get a lot of satisfaction from watching younger employees learn

responsible positions. They're the future of Nintendo. M.A. (Big grin.) Making money.

N.P. Okay, how do you settle differ-

ences in the office? With a round of H.L. (laughing) If we did, I'd always lose. He's a much better

player than I am, Actually, we agree on most things. We couldn't have worked together so successfully over the years unless we saw things in much the same way.

#### N.P. On a different topic, does Ken Griffey Ir. really help design his samest

H.L. Absolutely. Ken is an avid video game player. For his new Super NES baseball game, he took the development team from Rare

## to four Mariners games to explain DAKAWI



oru Arakawa, President ot ntendo of America, grew up in Kyoto, Japan in a family t he studied engineering MIT in Boston and travel nd the U.S. in a VW Beetle, After work for several years in Vancouver, B.C., he star p NOA for his father-in-law as a coin-op

A Few of His Favorite Thinus: ......His Mia Drink ...... Tonic Water Video Games . . . Mario Bros., Tetris, Donkey Kor Play It Loud Color .....

## HOWARD LINCOLN



Howard Lincoln breame Senior Vice President of NOA in 1983 and Chairman in 1994. Before moving to Nintendo, Howard practiced law in Soatile, served in the Nawy, and graduated with a law degree from Berkeley. Howard grew op in Oikland, CA once modeled for a Norman Rockwell

Howard grew up in Oakland, Co here he once modeled for a Norman Rockwel oy Scout poster. These days he braves the ements and brown hears to fish the streams of outherstern Alaska. A Few of His Favorite Things:

A Few of His Favorite Thin

Golf Course North Course, Mana Lani, Kona, Hi Underwear Briefs Car Agoar IV Show Markners baseball Sports Team Seattle Markners

Sports Team Seattle Mariners
Drink Caffeine-free Diet Pepal
Magazine The Economist
Vidro Games Tetris, Donkey Kong
Play It Loud Color Clear

the subtle points of baseball. After the season, he'll spend more time in Twycross, England, helping Rare with the game's development. He also helps with marketing and other efforts,

#### N.P. Is there anything you would change about the video game industry?

H.L. Maybe the perception that video games are just toys. This is pervasive in the general media and it does a disservice to the people who play video games as well as the people who make them.

## N.P. What do you see in the future

#### N.P. What do you see in the future for Nintendo? M.A. It's simple. If our games are fun, we will be successful.

H.L. lagree. It's not really a matter of technology or storage systems. It's a matter of making games that are exciting and entertaining. Nintendo has always been incredibly focused on games while other companies wander off the track.

We wrapped up the interview with a classic by golf story. You should know, first off, that Mr. Arakawais an excellent golfer. He and his wife, Yoko, play some of the best courses on the West Coast and in Hawaii. Howard, on the other

hand, humbly describes himself or a hacker. Several veran squ, a an hacker. Several veran squ, a not fearless lenders took an important Japannese guest out for a round of golf. They were bopting to impress the mast. Mr. Arakwas litts a tremendous drive of? It he first tee. The Howard hit a sign 20 yards sway. The ball bounced straight back from the sign and rolled between his legs. When he turned to see where the ball had goor, he saw the

What do you say to a guy who drives backwards between his own legs? He also saw Mr. Arakawa laughing so hard that he was on his knees with tears in his eyes. It's a good thing that golf isn't Nintendo's main game, hut he

Nintendo's main game, but the story illustrates what is important fun. What could be better than working for a company that just wants to make more fun for everyone? In the end," Howard told us, "itisn't the technology that symporant-it's how much fun you can have withi!"









#### FROM AGENT #910

Car Modification If none of the drivers in Street Racer fit your driving style, you can modify any character to your liking modes. When the Driver Select screen appears, press X, Y, X, Y, X, Y then hold the X Button. While holding X, you can use the Control Pad to change your driver's abilities. Each player can change their characters







## FROM AGENT #576

with just a press of the Y Button.

lumper Man If you find yourself trapped in the corner whenever you play your friends in the Battle Mode of Super Bomberman 2, then this is a trick for you'll you have a multi-player adapter, plus it into the Controller II port. Plug a controller into port five of the multiplayer adapter and use it to begin your match. When the action starts, you'll be able to jump over the walls











#### FROM AGENT #111 Sound Test

Lemmings 2 fans can listen to all of their favorite Lemmings tunes with this code! When the Title Press the B Button to make the words Music Test appear in place of the cursor. While these words are





## Chassaurtos

#### FROM AGENT #774

Free Napalm Normally, Cybernasor players have to build up their

weapons as they work through the game, but with this code it is possible to get the best weapon right paray. Start a new game and begin playing as normal, but would shooting any of the minor creames in the first stage. When you reach the boss, stand beneath it and fire your weapon straight up if you manage to dire your weapon straight up. If you manage to up the property of the p

you'll keen the Napalm for the entire gan



TAKARA'













From Agent #234
Pattern Test

Agen, #254 has found a special password that will allow you to access a seere Pattern Test serces. Before you begin playing a new game, go to the Passwordscere, enter the password PGMNFT, then highlight XND and press the B Button. When the Pattern Test appears, use the Control Pad on Control Pad on Control Pad on Pattern Test press the Select Button to ren animation posses. After you have funded playing with the Pattern Test, press the Select Button to return to the mornile care.



FROM AGENT #350

Even though Fatal Furs Special already has more characters then either of the original Fatal Fursy games, the pergrammers included a code that will give you access to a toward Eighert. For client the code after you direct amounting sizes, with usual the Tolera logo appears, then quachly because the code of the contraction of the code of the code of the code of the fatal way logo will change to blue, another curval character will appear.









the Pattern Text screen you can When you are finally all through the environment of the Company of the Company

## CLASSIFIED LIVERNATUR



## From Agent #632

Adventure Passwords
Indiana Jones' Greatest Adventures, by IVC, is a great

game, but it can be really tough to finish. Agent 9652 has not only collected all of the passwords for the easy mode of this game, but he's also collected all of the passwords for the Hard Mode as well. Since this is the place for great codes, we thought we'd better pass these passwords along as quickly as possible!

Level 3 - Easy Level 3 - Hard

किंद्राक्ष विश्वाद्वाक्ष

Level 5 - Easy Level 5 - Hard

Level II - Easy Level II - Hard

water Indian

Level 13 - Easy Level 13 - Hard

Level 15 - Easy Level 15 - Hard

Level 17 - Easy Level 17 - Hard

Level 21 - Easy Level 21 - Hard

Level 22 - Easy Level 22 - Hard

Level 24 - Easy Level 24 - Hard

Level 26 - Easy Level 26 - Hard

topia webs

## SHOROL

FROM AGENT #861

Bonus Samurai
This code will allow you to play as one of the three hidden characters in the game. When you first turn on the game, wait until the introduction sequence begins to play. When the image of the samurai chropping times to activate the secret characters Gottother Player Select screen, puts one of the person selection and the selection of the player times to activate the secret characters Gottother Player Select screen, puts one of the new warriors, then head

straight into battle. With the extra powers these guys have, you'll be unstoppable.



If you ester the code sorred there will be three eater the

Taese characters are ve ful, so they should make the game a asset?



## LION KING

#### FROM AGENT #950

Level Skip

If you're having trouble with one of the levels in the Game Boy version of 'The Laon King, then try out this quick code. Once you've reached a point that you can't clear, pause the game, then quickly press B, A, A, B, A and A. If you enter the code correctly, you will automatically with no the beginning of the next user.







#### FROM AGENT #853

Back in Volume 59 we printed a Sound Test code for Final Fantawy Legard II. Recently, Agent #853 discovcred a vay to access even more sounds by slightly changing the original code. On the Tills Severe, select the Continue option and highlight any of the save fills that have your party ball up as level 77, then press the Batton to return to the Tills Severe. Hold Sever, Band Start to severe the Sound Test and are the sounds you can listen to will equal the total levels in your party.





## From Agent #994

Another Boss Code

If you want to play as the boss in World Heroes Jet, you'll need this code—and quark reactiond. After you first turn on the game, wait until the Takara screen appears, then press Right, Left, A, B, Down, A, B and Un. In order for the code to work, you must Enish.

injuniting the code before the logo fades. Once you have entered the code, the extra character will appear in the lower right corner of the Character Select screen.

At the Takara screen, quickly press Right, Left, A, B, Down, A, B, and Up.





## WANTED: SPECIAL AGENTS

A popular activity among Nintendo game players is developing tips and strategies. If you would like to share your own special tips with us, send them in! Choose your own three-digit agent number and be sure to include it with your codes.

#### Our Address is: Nintendo Power

P.O. Box 97033 Redmond, WA 98073-9733



DETECTIVE WORK CALLED FOR AS YOU MAKE YOUR WAY THROUGH THE SIX STAGES OF THIS HOT NEW TITLE. LIFE ISN'T THE SAME FOR HILD-MANNERED RANK CLERK STANLEY IPRISS AFTER HE DISCOVERS AN OLD MASK FLOATING IN THE RIVER LATE ONE NIGHT PSYCHOLOGIST DR. ALFRED NEUMAN THEORIZES THAT THE MASK

DEPICTS LOSI, THE NORSE GOD OF MISCHIEF. ALL

STANLEY KNOWS IS THAT IT RELEASES INNERMOST DESIRES-AND GIVES HIM THE POW-ERS TO MAKE THEM COME TRUE!





THE MASK

The lode from Loki gives Stanley astounding powers. He can plow through bad guys by morphing into a Tornado or Zip past them at super-fast speed. Both the Super Jump and the Maller can help him find hidden passages and Power-Ups. The Horn will stun crooks while the high-nowered Guns help The Mask get the drop on







It's not easy fighting Dorian and his dastardly benchmen, not to mention the ornery landladies and bumbling cons of Edge City.

#### Fortunately. The Mask can snare lots of green goodles on his way. Murphing M's

sutamencally gain

The Mask's superpowers eat up valuable Morph Manay talks in Edge City, espe-cially if The Mosk septists air

#### MORE MASKS The on of immercing beguns are the



#### MILO

Energy and Month Energy his can being He'll and those with





Stanley first appeared as a comic book hero before mornlung to the silver screen. TH\*Q's game is highly faithful to the movie, as Stan the masked

man dashes off to woo the lovely Tina

Carlyle and end Dorian Tyrel's evil plans

to X-out Edge City's eminences, including Tina herself! Smooth animation and

colorful backgrounds help capture the

goofy good-naturedness of a hero who has charmed millions of fans sorelds ride

## The Mask's best friend increases the retexinum



## ONCE STANLEY PUTS ON THE GREEN, HE WANTS TO MAKE

TRACES FROM HIS ABODE. THERE'S A TREASURE TROVE OF POWER-UPS ON THE WAY, BUT SHAH! THESE NEIGHBORS DEFINITELY



DON'T LIKE TO BE DISTURBED. POUND ON CRACES IN THE FLOOR BEAT-UP COUCHES LIN-ING THE HALLS MAKE TERRIFIC

TRAMPOLINES. BUT WATCH OUT FOR THOSE PESKY ALARM CLOCKS. AS LONG AS YOU'RE MAKING LIKE THE DEMOLITION MAN, PUNCH YOUR WAY THROUGH WINDOWS AND GRAB THOSE SNAPPY FEDORAS WASREY-ER THEY TURN UP. IF THE MASK LOSES A LIFE, HE CAN RETURN TO WHERE HE LAST FOUND A HAT. STOP IN FRONT OF ELEVATORS THAT AREN'T ROARDED UP AND PUSH THE UP BUTTON THE MASK WILL BE WHISKED UP, DOWN OR.



THANKS TO THE HAGIC OF LOKE

## STANLEY'S APARTMENT

## SENT BY VENT

Don't know where to go? Try Super lumping into the nearest vent, or push Up when standing before an elevator.



## CAT-ASTROPHE

Sneak past closed doors to avoid disturbing your surly neighbors. Those flying felines will scratch away your valuable Mask Energy!





#### HOODLUMS Punks prowling the corridors will

try to relieve The Mask of his good friends Franklin, lefferson and Grant. Punch them before they have a chance to pull their knives.













The bowling alleys are closed, so this guy is getting in a little

rooftop practice. S t o u t Mallet whacks will put

the gutter and allow The Mask to advance.

#### QUIET! Some of Stanley's

snoozing neighbors like to hang out highcaliber "Do Not Daturb" signs Leave them to their blassful dreams by

snraking by.



# -15-

# THE LANDLADY Having dealt with plenty of Edge City eccentries, the

landlady is unperturbed by this strange green guy with popping cychalls. The masked man will have to hammer the hopping alarm clock, been hammer the landlady. Dodge her bullets by constantly jumping.









# STREET SMARTIE

THE SHARE DRUM OF A HIP JAZZ BAND ACCOMPANIES THE MASK AS HE GLIDES THROUGH THE NIGHT ON THE EDGE CITY STREETS. THE MASK SHOULD TAKE HIS TIME TO EXPLORE THE CONSTRUCTION SITES FOR HIDDEN POWER-UPS. RAD CITYZENS WILL PELT HIM WITH THEIR GARBAGE AND



BALLS, MEANWHILE, BURT AND IRV. THE GREEDY AUTO MECHAN-ICS. TRY TO THROW A WRENCH INTO THE PROCEEDINGS BUT WHAT DOES THE MASK CARE? HE'S THE ORIGINAL COOL CAT!

IRD IT'S A PLA

THE SKIES ABOVE THE CITY'S HIGH-RENT DISTRICT. HE LEAPS FROM AWNING TO VINDOW LEDGE TO ROOF, THEN

#### THE MASK'S BALL Uh-oh, somebody forgot to turn the heavy

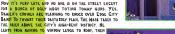
machinery off before quitting for the meht! Punch out the flame-spitting flare on the end, then pound on the black year at the base of the crane with the Mallet. Meanwhile, play dodge the heavy ball





collect extra Mask Energy and Morph Energy, Climb the tall building to the left of the second Mask billboard. When you reach the pink penthouse, ramp.





















VHOOSHES TO THE NEYT SEVECEAPER VIA THE OLD VENTI-LATION ROUTE, IT'S A UMO: UNIDENTIFIED MASKED OBJECT! NINTENDO PONTER





# AWNING

The awnings give The Mask a big boost, but dows swinging in the breeze. They'll knock him to carth again!



#### for yet. This overweight mag blows foul-smelling cigar smoke on The Mask and tries to crush him with a death dive. When your Morph Energy runs low, try to corner him and punch him hard.











THE MASK













BIL-BELLY BULLY

All sorts of masty habits help The Mask's toughest





# LANDFILL

THAT FOUL STINK IN THE NIGHT AIR COMES FROM THE METHANE GEYSERS. JUMP ON THE GEY-SERS TO JET INTO THE TREE-TOPS WHERE YOU CAN FIND LOTS OF ARROREAL POWER-UPS. BECAUSE THE LEAVES

ORSCHRE THE VIEW, VOILLE

HAVE TO RELY ON YOUR GUT

FEELING TO FIND YOUR VAY.

WHEN YOU FALL TO THE

GROUND, WATCH FOR THE

GRIMY GROUNDS REEPERS AND

RAT-WIFLDING RANDITS VOIL



Damien and his pals have left a trail of big bucks in the treetops. Plucking the loose change is tough, because it's not always obvious where The Mask is walking. If you're impatient, morph into a Tornado and whap through the trees.

## GROUNDS KEEPERS' WEEPERS

Panchout the nesky maintenance men with their nosw leaf-blowers. The fleet-footed betsmen are harder to sinke out though Try to knock 'emout





If you've been able to find Milo three times you should have plenty of Morph Energy, You'll need it to get past the chunsy constables guarding the park gate. Pull out your Guns and ask, 'Do you feel lucky?" as soon as the oafish officers appear, or else lace on your boxing gloves and punch them out!











## NHO WAS THAT MASKED MAN? THE POLICE ARE STILL ASKING THAT QUESTION, EVEN AFTER

THEY'VE MANAGED TO COLLAR THE MASK, HE'LL HAVE TO BREAK OUT OF THE EDGE CITY TAIL WHICH LODES NEARLY AS DECRESIT AS HIS APARTMENT BUILDING, AND GO UNDERGOUND INTO THE





## IN THE BIG HOUSE

Where else does a masked man belong but inmil? But this one has a hot date with some troublemakers at the Coco Bongo Club, With the

have to hightail it for the Sewers. First though, he'll have to collar a passel of creepy cops and const

law after him. The Mask will





## SEWER DOOR

Put on your thinking cap to figure your way through this a-mazing subterranean labyrinth. Keep Super-Jumping, even when plunging down deep wells, to get to areas packed with Power-Ups, Check out crilings for hidden may sareways and every grate you run across.





## CUCKOO AT THE COCO BONGO

It's not easy getting into the swankiest nightclub in town, even for The Mask! Zip past the coconut-tossing monkeys. If you're stuck, bash the red spots in the floor. At last you'll meet the mask of Dorian Tyrel, Is he univ! While the club band plays on and the gorgeous Tina Carlyle sings moral support. Dorian tries to use his newfound supernatural powers to end your beroits You'd better have loss of lives saved up if you want to defeat him!



The soul of a great fighter

Fists and feet are flying when the Bruce Lee takes on a bevy of bad from Hong Kong to America!

Acclaim continues its flurry of 16-meg titles for 16-bit with Dragon, a 10-stage fighting game for up to three players with some intriguing variations and a more compell story line than most. Based on the biogra cal movie of the greatest martial-arts star o all time, Dragon follows the life of Bruce Lee from his humble beginnings in Hong Kong

international superstardom, Bruce's que as much spiritual as it is physical. Besides must vanquish the ghostly Phantom that has pursued him since childhood. Smooth anima-

tion, clips from the original movie and responsive game control add up to a game that fight fans will want to check out.

DRAGON Part street-fighting in from part mystical

quest, Dragon begins with a terrifying dream. Bruce's father sees a gloomy graveyard, where the masked Phantom pursues Bruce To protect his son, the father gives Bruce three mirrors. Each time Bruce loses a motch, he loses a mirror. Eventually, Bruce has a vision of his own son being pursued by The Phantom. Save the mirrors to give Bruce a chance to





The secret of Bruce's success is "chi" (pronounced "key", a mystical power forged of self-discipline and inner strength. Bruce boosts his blue Chi Meter with successful

attacks but loses attacks fail, Bruce can also earn Chi in other ways, such as landing the first blow in a fight Earn enough Chi and Bruce can use



one of two advanced combat techniques Fighter and Nunchaku, Only by using these techniques can Bruce beat his toughest opponents includ-





Follow the story of Bruce Lee's dramatic life in the One or Two Player Story mode. In Match mode, you battle it out. Bruce Lee vs. Bruce Lee, In a series of bouts in the setting of your choice. In all modes, you have a choice of three difficulty levels, ranging from Piece of Cake to Arcade Ace. You also have a

choice of three speeds: Oriotnal Normal and Turbo.

Travel with Beace from Hong Kong to America to film sets in Southeast Asia, culminating with a fight against The Phantom. After each match, earn points based on the quality of Bruce's fighting





see Lees are bet ith a friend to fight uce's enemies. Then,





It's your Bruce Lee versus a Bruce Lee controlled by the Super NES. This mode gives you a good chance to learn the moves by watching the system controlled Bruce Lee in action



THREE-PLAYER Plug a Multi-Tee into your Super NES for a three-way fight to the finish! In this mode, the last Bruce



## TWO-PLAYER

Square of Lagainst another Bruce Lee controlled by a friend. In both Story and Match modes, watch the red energy meter. When yours dis-



## DRAGOD ACCACK





Follow Bruce Lee's life through 10 fighting stages, interspersed with

bonus rounds. Stills and text from the movie round out this unique portrait of a man. Time and again Bruce must prove himself to hostile doubters. Are you up to the challenge, too?





## THE LANTERN I

In his childhood, Bruce practiced martial arts and spiritual self-development. This preparation serves him well during his first fighting challenge, which comes during a holiday purty in Hong Kong, Bespectacled Bruce only wants to

dance but must defend his honor against a hard-bitten Sailor on shore leave. The Sailor's menacing shipmates cheer him on as he tries to teach the brazen local boy a lesson!



## THE SAILOR It looks like the Sallor or abbed a length

anchor chair before going ashore He trees to choke and throw Brace with it As long as Bruce keeps moving and at eyo clear of the cham, he can win easily,





#### SSIE YANG'S KITCHEN



After the Lantern Festival fight. the police search for Bruce. At home, Bruce's father reveals that he has long had premonitions that Bruce would die in Hong Kong. He now sends Bruce to Sar Francisco, where he was born an American citizen. Shortly after arriving, Bruce gets a job washing dishes at Gussie Yang's, a Chinatown



restaurant. A pretty waitress takes a liking to the handsome newcomer, but that only sparks the jealous rage of two Chefs!



## POIDES FROM PIROUECCING PECE





Fired after brawling with the Chefx Bruce goes back to school. Some not-so-big men on campus

don't like the brash newcomer and his strange way of fighting. When challenged, Bruce is more than happy show his stuff



KICKBOXER Earn enough this to go into the Fighter fac inque, then attack Scott with Ultra-Fast Jamping or Flying Kicks.





DRAGON:

THE BRUCE LEE STORY

GEORGE WU'S GYM

Community elders in Oakland, California, don't like the idea of a brash upstart teaching martial-arts secrets. They command Bruce to buttle the bloodthirsty Johnny Sun at George Wu's Gym. Bruce dismisses his friend's plea





and insists on fighting the speaky Sun't **IOHNNY SUN** 

Johnny croaches low to better feed off Bruce's blows His Throat Grab ready sacks the energy cut of Bruce Counter this terrifying move by pressing Away and the hard Purch Button at the same time







Here's an extra match not found in the movie. Bruce must battle a Soon, a partner joins to doubleteam Bruce





ERRIBLE TWINS



losophy of martial arts. He then opens a Kwoon, or martial arts school. His students include Steve McOuren. One day Scott shows up and shows Bruce he's learned a thing or two since their days in the University Gym' In particular, watch our for Scott's powerful Spin Kick and Shoulder Kick. The kickboxer will also will try to bear-hug Bruce from behind.







BRUCE'S BIG CHALLENGE IOHNNY SUN'S SWAN SONG

Karate purists attending a tournament in Southern California boo Bruce for teaching Jeet Koon Do. Bruce responds by saying he can best ty accords Rising to accept

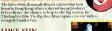


The Green Hornethas made Bruce a cult favorite back

producer in the andience, seeking an actor to play the role of Kato in The Green Hornet, watches the outcome closely. THE BIG BOSS



offers Bruce the chance to leap to the big screen. In Thailand to film The Big Bass, Bruce spots a co-star with a strangely familiar face. LUKE SUN





THE DRAGON As the world's biggest martial-arts star. Bruce returns to Hong Kong to star in his first Hollywood

movie. This tale about a deadly



CLAW MAN

tournament on a remote island Bruce's battle

against the terrifying Claw Man The lethal limbisn't as dangerous as Claw Man's smoke breath, though The smoke breath will stun Bruce, leaving him vulperable to a vicious follow-up attack.

# THE PHANTOM

THE GRAVEYARD While filming Enter the Drayon, Bruce has a nightmare about The Phantom attacking his son, Brandon, in a graveyard! Bruce will need his Nunchaku to defeat this unearthly



and Nunchaku techniques leave Bruce more vulnerable than the conventional Mantis technique, but Bruce doesn't care. After all, he's fighting for his son's life!



Fight-game fanatics will want to skip directly to Dragon's fullthrottle Match modes The sky is filled with swooping and diving Bruce Lees.



## ONE-PLAYER MATCH



three play. you always have a choice

of six back grounds and difficulty levels. Thanks to a handicup option, novices can square off against fighting experts

When fighting a Bruce controlled by your Super NES you'll see his full range of moves. Whether one two or

## TWO-PLAYER MATCH



in One-, Two- or Three-Player March modes, The handicap halves the energy of any Bruce

> This may be the best mode for a nure adrenalin rush There's no strategy here-just flat-out fighting! In all three Match modes, a Ying Yang symbol appears from time to time. Leap to grab this When you have sufficient Chy a flashing

into the Fighter technique. In these short matches, that may be enough to give you the winner's edge.

## THREE-PLAYER MATCH

When a third, blue-clad Bruce Lee appears, get ready for a fists-of-fury flurry! You can all-out fight or team up with another player to vanguish the remaining Bruce Lee, Remember, though that coming in second is the same as finishing third, Don't be

the dragon may and bite you!



2UF

# COUNSELORS





curral characters encountered throughout the game can be recruited when you select the Befriend option. Characters loyal to the Empire cannot be befriended in combat. A Persuasion or Charm time can also win a warrior over to your side. Certain creatures may only be recruited after collecting particular items or sweaking with other





## ?

he high wooden walls surrounding the Shums of Zenobia and the City of Mikaso confound more than a few soldiers. High flying military units may fly over the bar fiers, but most



players find that they need a powerful land-based force to defeat the enemy. Venture south of the Debonair's lair and explore each of the small islands in the bay. One



secret Roshfallian Temple. Visit this temple and speak to the monks to receive the Termite item. You can use the hungry insects to eat through the for tress walls surrounding both cities.



Find the terrentes is a hidden Terre south of General Debonair's base

## SECRET OF THE STARS HOW DO I ENTER JEEP VOLCANO?





the rumbling mountain.





## HOW DO JENTER THE CITY OF DECATUS?

he city of Decatus is filled with new items, weapons and a wealth of information Unfortunately the city guards won't let you in the front gate. You need to

The December pureds refuse patry to strangers.



find another way over or under the city walls. Visit the village of Grant and speak to the digger in the town's upper right corner. You'll find the Digger by walking around the out-

The digger likes to belo children Speak to him using the Aoutillion party and he'll agree to day a tunnel beneath the walls of Decarus



skirts on the right side of the village

#### Find the Digger in altole in the upper right-hand corner in the village of Gent. but there's another way to onthe

WHERE CAN LEIND A TICKET TO THE CIRCUS?

ou can't get beneath the big top in Decatus until you find an admission ticket. Fortunately, luck is on your side. The mayor's race is under-

way and the campaigning politicians will do anything to get your vote. Visit the polls in the buildings east of the circus tent. Cast your ballot and revisit the mayor after he's won the election. Unlike some politicians in real life, he'll remember you and reward you with a ricket. Now you can see the biggest show on Secret of the Stars







# BLACKTHORNE HOW DO I AVOID THE SPIDER MINES?



pider Mines are robotto arachnids equipped with explosive charges. These mechanized spiders detonate if they touch you. Spoder Mines can be destroyed with Fire Bombs or easily avoided. As a Spider Mine approaches, Press Up on the Control Pad This more makes Kyle lean against the wall and blend in with the shadows. Hold Up on the











Bombs are remote controlled explovives that look like vellow bees Highlight the Wasp Bomb in the item box and press the X Button to launch the weapon. Use the Control





Pressing the X Button a second time detocates the cer board explosive charge.

#### HOW DO LIDEFEAT SARLACE



Remote controlled Wasa Bombs are great

Blackthorne, While there your chances of success. Shoot





Dedne demons by knowled new one of the lion states in the normand five away





Stand and hold Us on the Control Pad getting burned by the sewing fireballs

## DONKEY KONG LAND HOW DO I DEFEAT THE GIANT CLAM?



he Giant Clam in Seabed Showdown loves to share his perilous pearls of wisdom with you. You can beat him if you know the secret about the closed clam shell. Errant pearls always bounce off the closed clam Swim between the Giant Clam and the closed shell and let the pearls bounce back and strike the Giant Clam. Repeat the pattern until the

Giant Clam is chowder.





ire Trail, the sixth level in the first world of Donkey Kong Land, conceals a total of three different secret areas. more than any other level in the

WHERE ARE THE HIDDEN AREAS IN LEVEL 1-63 same. If you don't find all three of these locations, you won't get 100% area below the starting point of the level. The second arra is at the ton

of a rising rope prior to the continsecret area is in a barrel below a diving Zinger. Examine the photos below to nail down the specifics.







Amp down along this string of benenes to reveal a rope. Take a tide to a secret area!

#### Q & A FAST FACTS SUPER MARIO ALL ST **EARTHBOUND** there a Minus World in the same? frich is better -- the Cissey Bet or the

- No it's only in the NES varsing How many warp points are in the LostLaveta
- Contget 28 P-Wings after Hrigh No, they te only in the NES wi
- The Butsy Bet as better. You'll strike Can I stay at the Inn in Mooneiga? Yes, but you must wis men 7%
- the net coopeasks you'll you work to faultworuthen is reverse rim. conside, including your ar sweets
- MORTAL KOMBAT II Which hidden characters are in the
  - ide and Smake Carolini Presiden Moves?
  - No, not in the Game Boy version. by there abonus level?
- A: No not in the Game Roy version

# Super GAME BOY





destroy as many as possible You have three high-tech fighters but you can only use one at a time. The militaristic maraud-

ers move in lockstep at first, but soon giant ships, protected by the craft in the front ranks. peel off and shower you



lower right-hand corner indicate how many convoys you have buttled. When Galaxian and Galaga are played on a Super Game Boy, their colors are faithful to the original games. What's more, the frames are faithful copies of the at twork found on the vintage arcade cabinets





94 NINTENDO POWER

Classics



Get your adrenalin pumping before taking over the controls of Galaga. You'll need it! That's because the game's rapid-fire action allows you to squeeze off rounds as fast as you can move your finger. With careful positioning you can decimate the first two rows of flies as they circle before you. The flies are followed by a double row of intervaluence insects that can be brought down with two bits apiece. The remaining bugs then form a tightly coordinated swarm, much like Galaxian. with individual burs perling off for dive-bombing runs. Thanks to Galaga's enhanced artificial intelligence, the

busts will change course to clude your fire. That means you'll have to be you want to clip their wings?



the bug and free your step, grang you two sites and twee the freepwart

# GAME BOY

All over the U.S. and Conada. budding advertising directors got creative with ads for all five colors of the new Play It Loud series of Game Boys. Of the thousands of entries, red and clear seemed to be the most popular colors. As you can see, our top ten winners created it. loud using paints, pens, pencils and computers, and the themes ranged from comic to cool. Dazens of other great entries received votes, as well, but we just didn't have enough space to show them all.





BRENDAN LEE

Wheaton,

Oaden UI

There's A Better Way

First there was





Crocker, MO















## The Power Players



## KONGLAND



Tom, a game counselor in Nintendo's Call Centra, completed all of Donkey Kong Land in 36 minutes and 34 seconds. He thinks NO ONE will beat his time! He doesn't know you very well, does he? Go bananas as you roll, blast, and carom your way through all of the levels. The first ten players that attain 100% and beat Tom's time receive four Power Stamps! Conyou get through 190% of Donkey Kong Leed in less then 36347 Show us your best tree!



#### POWER USTAMOVE HALLENGE





Bust a new high score with Bub and Bob! How many bubbles can you burst in Challenge Record Mode? The players with the top ten scores win Power Stamps! The toughest part of this contest is putting down your controller!

lon't be hard on yourself—start out with Challenge

#### POWER CHALLENGE

Sufferin' Successibl' Welcome to the looniest Basketball game ever to hit the Arena! How many total points can you score in one player mode vs. the computer? Do you pick players that can play inside the key or shoot outside from three point land? Don't let that heavy anvil drop on your head... throw a cream pie instead! Top ten point scorers dribble away with Power Stamps!



Just go Daffy or spaz with Tax at the top of the key member to set the game difficulty on the lowest level!

ENTER THE ARENA! So you to include your name, address and Member Number on the brock of your photo Course by one manufactor purchase of Super Power Supplies Mintendo Power Staff

POWER PLAYERS: ARIENA P.O. BOX STEEL REDMOND, WA 18073-9733

100 NINTENDO POWER



#### VMRDADA TREE: STAR FLEET ACADEMY Honor Rall with a Perfect Score

Josh Swill Herry Represer - Brackella M MI Serkover, M Secret Serv. Minorary VIII Total Markell Stay Cl. Ashed Clares Numerous Ph

Rebail Seign Changes Mil Steen Years ... New Rookson, Fit

#### MARIO'S PICROSS Can you heat 506 in Time Trial mode?

Mike Bogenschutz Bafess Harbor, WI Murray CA

040

3 49

400

4:20

Scott Rinney Chris Hoffman Humiton OH Karl Wittenar Instin Hose's Mon

Closure MN Jacksonville, FL Des Williams Kyle Mellander Mike Rennick Calcury, All-Cheryllhusher

POWER CHALLENGE

MONTH'S WINNERS

FOR:

CRYSTAI

CLEAR

WHAT IS

Before you can enter one of the challenges, you must first capture your score on film. As many of you know, this can be tricky. If you are taking a photo of a Super NES, first move your system near your television so you can get a photo of both the system and score at the same time. the lights in the room a e bit, then take a few r os without a flash. When you Also Prodesson of Framons, Nebs asks took the



are taking a photo of a Game Boy, place it on a flat surface and take the photo using nat-ural light (NO FLASH!). If you are using a game enhan ment device to get your e score, get a life, guit che and try again without o

#### MADDEN NEL 195 **Best World Records** MOST YARDS PASSING

HAMETON OH MOST VARREDHISIANO

CHRIS HOFFMAN ASSET YARDS HAMETON ON LONGSET PASS CAUGHT

SEAN/ORIS ARENDELL....JOD YARDS

CRIFIEL CO DAVE RIPMACTER IDD VARDS SCHENECTADY, NY CHRISHOFFMAN. JOO YARDS

DAVID HOFFMAN, JOO YARDS GISSONA, PA ADAM YOHANNS ROO YARDS CTEVEN CUELNO JOO YARDS

SANMATEO CA SEANDON STERNER \_\_\_\_\_\_\_\_\_\_ JOO YARDS BRUNSWICK, OH LONGEST RUN MADE

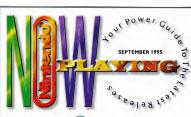
CHRIS HOUSEAN IOO YARDS MINSWY'S OH

HOST TOTAL YARDS OSAGE IA

MOST POINTS SCORED CONTRIBUTION CHRIS HOFFMAN..... HAMILTON, OH DAVIDHOFFMAN\_\_\_\_\_\_E45 POINTS GRSONIA, PA ADAM JOHANNS \_\_\_\_\_\_ \$45 POINTS

OSAGE IA SEANDON STERNER ........ 245 POINTS LONGEST RELD GOAL

GBSON A. PA





Release Date .... September 1995
Hemory Size .... 16 Megabits
Simon Belmont returns to the Super NES
and his legendary role as a tenacious

vampire hunter in an all new adventure.

The first Gaslevanta game for the NES became a hit overingle, and Konsmit has fact with hit is not considered to the considered for the formula includes a considered for the formula includes a considered for the considered for the formula includes a consi

a whip who also use assorted secondary weapons while facing lots of haunting enemies. The three NES games, two Game Boy adventures and one previous Super NES tilk all feature excellent graphies and music and always provide players with a great challenge. Custlevania:

and music and always prov lenge. Castlevania: Dracula X is the next installment. Don't expect great surprises in Dracula X. Konsmikepthedassic look and feel of the earlier games while making small



graphic effects, especially in the backgrounds, add a glity-yener to the basic action. The arms also managed to add a sense of depth through stillful shading and use of perspective. As for the enemies, many of the skeletors, mediasuss, fishmen and others reprise roles from previous guners. The action leads you through seven stages of danger with lood verticals we'dl as hort noreal leads wou mo the shadows in this menth's review.

Classic Castlovania game design. Socolgraphica. Good challenge

Music veries in quality. Small herocharacter



Bloodthirsty aliens have invaded the moons of Mars. Trying to stop them may lead to

One of the most successful PC games of all tune makes its Super NES does un a huge fire-again Game Pak, with extra processing power country of the PC day, with extra processing power country of the PC day, will mean the rationment all Software who carefully recreated both the look and playing speed of the PC game descree a lot of credit. The first-person perspective uses polygons and texture unpass or create 25 suggest of high-energy, abouting action. All the bases from the original Doom have been included, although its suggester or use.



rently available. The game places you on Phobosone of the moons of Mars-schem a distress call from a scientific outpost suggests that aliens have invaded. When you and your comrades arrive, you stay behind

due to a shortage

of memory. Still.

this is the best

until you suspect that things have not gone as planned. To your horror, you discover that you are now all alone at the desolate base and your only protection is a revolver. Thus begins a game of hunt-or-be-hunted as you move through the alien-infested corridors, searching for weapons and driven by revenge. Throughout the game you'll pick up armor, ammo and keys to unlock new areas. You'll also find hidden doors, stumble into traps and face a horde of very tough and very ugly aliens. Because of all the spilled blood, Doom received a Mature rating by the IDSA, suggesting that it is suitable for players 17 years of one or older. Doors has its share of blood and guts but the Mature eating seems barsh when compared to the Teen ratings earned by other back 'n' slashers out this year. Don't miss this mon-

this Power review and all the blazing action in Doom. Excellent game design. Good, but bloody, graphics. Fast sorelling. Great sounded facts and music. Challenging and fun it'll you've new or played Doors, you're making out on an experience that will shape the future of video parks )

Several of the stages from the original Doom are missing. The graphics arrent guille as good as they are on egood computer moritor. If you've already this shed Boom on your PC, this game won't provide any new thrills?



pirit of Bruce Lee returns with fists of steel his unique fighting game from Acclaim

Virgin Interactive originally planned to release Dragon, but Acclaim picked up this fighting tournsment game recently and will market it this fall. Descore The Bruce Lee Story uses three of the black belt bero's movies as the backdrop of the game. Don't expect much



duel with a series of opponents using hits, kicks, and special martial arts moves. The biggest innovation in this part of the game is that you can use better moves if you build up enough experience points. That option alone makes it an interesting play, but Dragon goes beyond that by including a traditional two-player mode and-hold on to your nunchakus-a three-player

option. You can also play two against the computer. In all of these modes of play the a major part of the game. He who

Buddha

proves his worthiness early will prosper\_and kick some

Some unique cottons and tectics for a tournament fighter. Fun for up to three players. Fairly challenging, even in the one-player made. The graphics are nothing special, eithough porterof the proves.

GALAGA/GALAXIAN



Two more classic arcade games arrive for same Boy with Super Game Boy enhanced features. It's a trip in time.

Galaga/Galaxian combines two of the best looking (and sounding) of the Arcade Classics series of Super Game Boy enhanced games. The colorful borders for the Super Game Boy will take players back to the early cighties when these games were a hit for Namoo in the arcades, Now, Namco has worked with Nintendo to reproduce the games for Game Boy and the results are

impressive. The plot behind Gabaga is your basic alien menace scenario. Your ship moves along the bottom of the screen, blasting upwards while squadrons of aliens zip across the screen



aliens and individuals dive down at you and fire two missiles at a time. Galaxian begins with the same basic idea of one horizontally scrolling ship facing an alien menace, but instead of swooping squadrons of aliens, you face a large formation at the top of the screen. From time to time, aliens break away from the formation and dive bomb you while firing missiles. Both games include two-player alternating options. Fans of the arcade games or younger players who never got the chance to master Galaga/Galaxian shouldn't miss this month's Power review that steps back in time.

Strattegroductions Excellentuse of Saper Game Boy Inhancy-ments Two-player modes





Hit the links with Virtual Boy in the most realistic golf game that never leaves a divot.

Virtual Boy Golf, developed by T&E Soft of Japan, showcases the incredible 5-D of the new, portable system. T&F Soft is no stranger when it comes to quafficy golf games. Their of ferings for the Super NES includ-

Classics: Wajalae Country Club and True Golf Classics: Pebble Beach along with Wicked 18-a fantasy course for true golf fanatics. Virtual Boy Golf uses some of the same excellent fer-



tures, including the curved swing meter and gridded putting surfaces. The best part of the game, however, is the sense of control. An easy-to-use spinning menu lets you choose clubs, adjust your stance, view the course or your score and generally do all the things you could do on a real golf course, and you get to do it all at your own pace and in the order that you like. When you're finally ready to take a swing go for it. As for the course graphics, the trees and other hazards are set along the Virtual Boy's 32 planes of depth and the ball smoothly shrinks into the distance. For the first time in a video golf game, you have the sense that you can truly judge dis-



tances. The 18-hole course in the same contains every sort of golfing terrain to test your mettle and patience. Head out to the links with Nintendo Power's power hackers this

od sense of 3-Q. Excellent controls nivone course

KILLER INSTINCT

smash hit from the arcades comes he

an awesome, ripping, killer Pak for the uper NES. Who says miracles don't happen?

Killer Instinct can't megabits, It can only be measured in combo hits. The game wizards at Rare have stunned the world again by cramming practically the entire arcade game into

this 16-bit version. But KI isn't about compression schemes. K1 is the ultimate challenge for fighting game fans. All the characters have been included along with virtually every move (Yes, even Cinder made it into the final game.) The phenomenal graphics of the arcade are reproduced with only small losses in background animation and frame rates. The play control will take a bit to master if you're fixated on the arcade controls but the action is quick and smooth. If you haven't spent

a billion quarters on KI in the arcades, vou're going to be in for a big surprise when you play, because this tournament fighter emphasizes



your choice of moves over pure speed. By combinations of moves together, you can amass multiple combo' hits that leave your opponent

staggering. The one-player mode is terrific for practicung your combo breakers because the AI will throw every move in the book at you while most players have favorite moves that they use frequently. But the twoplayer mode is where KI cleans up. The combo of awesome graphics, moves, challenge, sound and energy is hard to resist. This month's special KI review features the hottest combos from some of the best KI players at

The best tournament fighting gome ever for the Super NES Face less cryalists, challenge, its, sound The Super NES even of

Not an 'exact' arcade replica

### THE MASK



The man with the magical mask is smokin' in

When Stanley Ipkiss puts on The Mask, he is transformed into a green-faced, struttin' maniac with a taste for dancing and danger. At least, that's the Stanley we all know



In this platform game version from T-HO, you must stop the bad guys of Edge City by using your incredible comic superhero powers-like the super whirlwind, a tiptor walk for speaking past spooring enemies, and a unique ability to blow through grarings and pipes to reach new areas. The Mask's weapons consist of the same wacky hammers, boxing gloves and fistfuls of

this action-packed platform game from T+HO

guts as in the movie. Even the movie music tunes have been recreated Some of best animation occurs during



or the love-sick man whose heart pounds out of his chest. takes you through a maze of enemics and obstacles some of which are taken from the movie, like the annoying alarm clock in Stanley's apartment building

Fighting action tends to be very simple with very little Al. The fun comes from trying to find your way through the maze, collecting bundles of bucks and other power ups and defeating the occasional mini-hoss This month's Power review will help you navigate the ins and outs of The Mask.

noish' assimation that brings the character of The Mosk to life the great comic moves taken from the move Good sound Simple All for energies Some maze areas are confusion





emory Size.

Now you can slam and iam with NBA Iam Tournament Edition anywhere you go.

NBA Jam Tournament Edition for Game Boy recreates the same hit action of the arcade and Super NES versions with one difference-there is no two-player option. Virtually everything else, how-



ever, is in the game. The Game Boy version contains most of the options found in the Super NES Jam T.E., including Hot Spots, Power-Up Icons, Tag Mode and Juice Mode. The game plays like

regular all-star into a monster immer. Each player is rated in eight categories on a scale of 0-9, but the most important skill is that which you bring to the game. First you have to take your team through a tournament that consists of the other 27 NBA teams. Then, after all that you meet the ultimate challenge when facing superstar and special character teams. Each team has at least three NBA players, but some have more, as you'll find out if you cruise through the season. There are also a number of hidden, secret characters, but you'll need

ers from any NBA team and challenge the best in the

league. Turbo shots and "On Fire" streaks can turn your

special codes to get them. Arry coodplay control and graphics, Passwords Secret codes



No Super Garse Boy enhanced features. No two-player option.



Time Warner Interactive mory Size ... 2 Megabits When ancient gods fight for the right to

rule Earth, people may end up as snacks. Primal Rage for Game Boy recreates the look and feel of the arcade game. Probe has programmed a simplefied game plan for these paleo-gods whose rage drives them into immortal combat around the globe. The sto-

the action falls firmfighting category of monster-gods battle using kicks, bucs, tail whips and special power moves to prove that they are





small screen version, there is no sign of the human sunporters of the two fighting gods. (They're probably off playing the Super game.) The fin-

NES

skin off of its body

ishing movesalways a big draw in fighting games-often include such tasteful acts as eating one's defeated opponent or flaying the

As charming as all this sounds, Primal Rage for Game Boy doesn't quite measure up to its hig brother for the Super NES. The one-player game doesn't have the intensity of the two-player matching for the Super NES because the Al is uneven on the characters. Some characters are challenging while others are lunch meat. If you master a few of the special moves quickly, you should be able to roll through the early rounds of Primal Rage. On the other hand, the speed of the characters is presty good for a Game Boy fighter. You don't

feel as if the characters are walking against a hurricane. Booder gates Easy to learn and eas.

No enhanced Super Game Boy Features Not very disallenoing



Virtual Boy rockets into futuristic c when chaos reigns and the Red Alarm is

umanity's last hone When a machine designed to end all war on earth gains sentience, it spells disaster for the world. After the 70year war of the 21st Century, only one viable weapon sys-



a single Tech-Wing fighter. You are the pilot who must fly into the shifting reality of the K OS machine and destroy its core The first shooter for Virtual Boy turns out to be much more than the simple shooters you may have played on two-dimensional video game systems. Red Alarm takes you into a 3-D universe where you have total control of your Tech-Wing fighter-to go where you want to so, to do what you want to do and to blast what you want to blast. Of course, there are a few limirations. Would-be Tech-Wing pilots can fly in 360 within the confines of the current stage, but not beyond predefined limits. In each of the six stages, you'll encounter alien enemies, both biological and mechanical, and one major guardian at the end. The wire-frame, vector graphics convey a sense of depth in the Virtual Boy



the graphics also present a few difficulties since ble solid surfaces your fighter has Once you've figured out how to

navigate, the action really starts to howl. Some of the special features in Red Alarm include custom camera angles and replays flight. You can choose one of four different camera angles during the live game or the stage replay. Star Fox was just haby steps in comparison to Red Alarm. Now it's time to sprint. This month's Power

review takes you into orbit and back again. Excellent surse of 3-D Flot Childrenging

Lack of solid surfaces for scattal references

Koei's newest historical RPG takes you back to China in the third century A.D., when two mighty warlords try to unite a

shattered empire. Once more the Middle Kingdom of China hurtles toward chaos when the emperor dies, Now, two strong military leaders vie for supremacy while dozens of minor lords rampage throughout the land. Koer's latest historical RPG from producer/designer Kou Shibusawa features impressive animated cinema scenes, a full musical score and special graphics effects that will stun long-time Koci fans. The essence of the strategy game remains true to the Romance series, in which players strive to unify the ancient and war-torn provinces of China. With six scenarios to choose from and numerous possible ourcomes, this came has almost endless replay value. After choosing your scenario and ruler, you'll be thrown into the thicket of political intrigue that requires not only that you keen your own house in order, but that you muck up your neighbor's house, The amount of information available can be staggering, but Koei's latest interface is by far the best ever for one of its historical RPGs-it's both easy to learn and use As the leader of a region, you'll begin the game

with a number of towns, retainers, equipment, provisions and gold. During your turn, you can build infrastructure like farms or dams, train troops, spy on enemies, start gossip in the towns of opponents, negotiate alliances go to war, buy and sell commodities.



recruit of ficers, delegate responsibility and make dozens of other command decisions. Each turn lasts one month and resolution follows the move. The AI is

unpredictable enough to keep you on your toes, as well,

If you've always wondered about this type of game, but haven't tried one yet Romance IV is a good place to start. This month's



Excellent graphics and round for this type of game. The best menu selection system from Kee to date. Complex strategies Replay value. Lasting interest. The historical period may seem obso

# HEAD! HEAD!

TITLE	Pour G	ER ME	TER RA	TINES	PICKS	AFFINS	GAME TYPE
CASTLEVANIA: DRACULA X	3.7	3.0	3.2	3.2	*0x	K-A	ACTION
DOOM	3.5	3.3	3.7	3.7	★G☆	H	ACTION
DRAGON: THE BRUCE LEE STORY	3.4	3.2	3.1	3.1		T	FIGHTING
GALAGA/GALAXIAN	2.7	3.7	3.2	3.0	***	K-A	ARCADE
GOLF	3.5	3.7	3.2	3.5	*O☆☆	K-A	3-D GOLF
KILLER INSTINCT	5.0	4.0	4.6	4.1	*****	T	FIGHTING
THE MASK	3.3	3.3	3.3	3.3		K-A	ACTION
NBA JAM TOURNAMENT EDITION	3.1	3.1	2.9	2.9		K-A	BASKETBALL
PRIMAL RAGE	3.4	3.0	3.2	3.0		T	FIGHTING
RED ALARM	3.2	3.5	3.6	3.5	Ŕ	K-A	3-D SHOOTER
BOHANCE OF THE THREE KINGDONS IN: WILLL OF FIRE	3.2	2.6	3.4	3.3		K-A	HISTORICAL RPG



### If you like the same types of games as one of our ver editors, then check for his or her seel of approval above. Scott

Action Sports Fighting

- chtma, Simulations, RPGs RPGs. Puzzies, Adventures
  - Action Adventures Purdes

### IDSA Ratings:

Those Independent Digital Software Assoc, ratings reflect appropriate ages for players. The categornes include: EC-Early Childhood, K-A-Kada to Arielts, TuTeon(the) MeMature (the) A-Arielt 08+1 MRuNo Rating To contact the DSA conarding the rating system call 1-800-771-3772

season NRL '96 Improves the classy series in just about every area. As in last year's version, NHL '95, this game combines the NHL and NHLPA licenses so that you get real players and teams. Athough the changes are often subhe overall difference in play is able. Your sports editors compared last year's NHL '95 and this year's NHL '96 directly and uncovered the following improvements. First off, the view of the ice is more removed so that you can see far thee, making passing and ting more natural. The animation looks smoother and the play control feels stic with skaters starting slowly o up momentum, etc. The digitized





give NHL '96 the sense of reality that few sports games achieve: Tike last year's NBA Live '95, NHL '96 is a cut above the rest. Whether you're a hockey nut or not this is a great two-player or one-player ports title Look for it in October

ECI sPorts









# Lost Viking





Nintendo's latest Game Boy arcadi, class sic has just shown up at the Pak Watch desk in a close to al form. Defender/Joust combines two classic games from Williams in a Supir Game Boy Pak. This may well be the best of the arcade classics. Defender plays fast and provides a challenge as you blast invading aliens over the surface of the planet, loust

includes a special updated graphics option that looks more sophistical Software Creations in the United Kingdom is putting the final on this classy classic, which should be



# Tecmo Super Bowl 3:



Still not finished, but getting closer, Tecmo Super Bowl III: Final Edition arrived at Pak Watch for a sneak peek. Even with features missing, it looks like a winner. The final game will include all the features that have made the previous

Tecmo Super Bowl games so popular, like detailed season play using Manual, Coaching or Automatic control. (The best part about this option for many players is that they can set up league play with other foot hall fans.) The ease of control also scores big in this version. New features

include a create-vour-own-superstar option-kind of a Dr. Frankenstein meets the NRL. One of the coolest things about custom players, however, is that they can grow up and improve after the season for use in future seasons. The battery-backed memory saves the player stats and improvements. Players can also pick their own play books and order their own lineups for their teams. If creating your own players isn't exount to build a winner. you can also get real NiL players from the Free Agency market. Termo includes both the NFL and NFL Players license plus the league's two new teams. Tecmo Super Bowl III looks better and sounds better than previous editions as well. October is the month, but you can preorder.



your copy at some retailers.

Kemco's first Virtual Boy title

Virtual League Baseball, finally arrived in its completed American form, Previously, we've only fit able to show you the lananese game. As you can see, #1 ed game looks far more realistic than its lapanese counterpart. The pick

Americas, Asia, and Europe, Along with Golf, Virtual League Baseball already proves that Virtual Boy is an ideal platform for realistic, 3-D sports

Virtual League Baseball at the end of September or early October. and Power will cover it in a regular Virtual Boy review



You may have forgotten about the movie by now. acclaim but Demolition Man for the Super NES will be memorable. Although the game began development at Virgin Interactive, Acclaim purchased the distribution rights recently and will add D-Man to their growing Super NES release schedule for this fall, October should be the month you'll find it in the stores. As

for the game, it's a mix of awesome, side-scrolling action and less exciting, overhead action. The Stallone character, unthawed after thirty years in order to track down a super criminal, seems to be pretty warm in the first stage, where he bungee jumps out of a chooper and then off several buildings while his Uzi blazes.

make it interesting

This is not a game for the weak of heart. Everybody

gets shot and everything gets blown up. But if you like action, action is the name of this game. Unfortunately the overhead nerspective levels fall short of the out-

ty we saw in True Lies. The small characters move stiffly and attract video fire from every thug on or off the screen. Sometimes; you just have to take





A new Star Wars game for Game Soy Just touched down at Pok Watch with great expectations, THQ developed Super Jedi for Come Boy using basically the same levels softer Jean too Came goly daily usuitany use states were that Lucasarts designed for the IVC game, with the obvious exception of the Mode 7 stages Players choose to se Leia, Luke or Chewie in each stage, then they un, jump, and attack the forces of Jabba the

flutt and the Empire on the Fores Moon of Endor, Although the development team at Black Pearl didn't include Super Game Boy enhanced features-something of a waste when all they needed to do was put in a starfield-the game still looks good

Play control suffers a little from slow reaction times and the challenge isn's nearly as great as that of the NES game, but Star Wars diehards will want to check it out when t's released next month

# MAKING NEWS

T\*HO sent us its latest copy of Urbon Strike. which looks better every time we see to in this new version, you aren't lighted to a single chopper in a given theater of operations. For heavy blasting, you can use the Blackhawke, a second chopper to which you can transfer your

crew. The graphics are every version. well. Mindscape reports that



Ultra 64 title, is well under development. The game design includes funkingbaracters and courts, as well. Some of the courts will have hands and other ghoulish traps like hands that suddenly reach out of the floor. Suner Sombermon 3 remains on the edge despite its popularity. Hudson Soft is not convinced that a third Super Bomberman game will sell well in the U.S. It's too had, because any Romberman game is a good game and SB3 has some fun innovations. The Bomberman series remains the best time four people can have with one Super NES. Here's a last minute list of new Pale

arrivals: Immy Houston's Boss Tournomen Mortal Kombat 3 and Mechworniar 3050. a closer look next month.

### PGA TOUR INVITATIONAL

T\*HQ packed five actual links from the PGA Tour into this Super Game Boy enhanced golf-orama based on the game from EA Sports. Summerlin, Sawgrass, Avenel, Woodlands and Scottsdale offer varied terrain and challenge for strategic golfers. Planning and setting up your shots requires knowledge of the game and the course, but PGA Tour Invitational gives you most of the tools

that you need. A simple power and accuracy meter your swing just like the

EA Sports series of PGA games, Although controlling your shot tends to be easy, the courses themselves offer some realistic golf challenges. Tom Kite, Fuzzy-Zoeiler and a host of PGA requlars join in the Jun our ingroussiments and skins matches: Pros and dutters alike will be hooked once they hat the all

## SHAO FL

Shaq is back with another attack in THQ's Shog Fu based on the garne from Electro Arts. In this tournament-style fighter 5 O'Neil, NBA superstar, takes on a mob of frightening martial arts experts using the same characters as the Super NES

game from last year, Shaq Fu is a showcase for Shaq, but his fighting skills are more limited than





went through the entire game with the Shaq Man in abbut 15 minutes. Challenge? Not much In the ane-player game, you don't even have the option to play with anyone but Shaq. Shaq Fu plays better as a two-player match in the Suner Came Boy enhanced mode, which takes full advantage of screen colors and borders. The fictional fighters include a sword-wielding mystic named Rajah, a jungle woman named Vondoo, a beast called The Beast, and three other characters plus Shaq. T\*HQ should have this one on the shelves by October.

### WAYNE GRETZKY HOCKEY

The "King" of the Kings makes his Super NES abut in an upcoming multiple-player hockey Your Time Warner Interactive called

yet, our initial impress for the final version. Graphically, the large characters so you end up seeing less of the

ice than in a game like EA Sports' AHI '96, but you seldom lose sight of the puck.





ways to pump up your team while the modes of play include the ability for players to join in a match even after it has begun. Of course, you'll need a multi-player adapter and some extra cortrollers to plu in Wayne Cettaly and the NIEPA All-Stars should shate into stores later this fall, probably in November.

### **BATMAN FOREVER**

The Boy Wonder and the Man Who Loves Bat Dancing join forces once again in Acclaim's upcoming Bottom Forew for Game Boy, Based on the movie, the Dynamic Duo pursue The Riddier and Two-Face—one at a time—through four vertical and side scrolling lighting stages where things offer little resistance and the bloomst challenge is

getting your bat toys to work properly. Probe really let the ball slip on this one. If you're a Batman fan, stick to the Super NES version of the name.



# WHERE ARE THEY NOW?

Titus has a few new games up its sleeve, although it's anyone's guess when and if the titles will ever be released. Their best game ever, Prehistorik Mon. has yet to come cult-although it continues to be on the Titus schedule. The two new titles that may fall into the same bottomless well are Incontation and Power Play of the Apacalyase, Both action games look interesting, but along with Whiz, Realm and Oscor, they may remain mysteries forever, Rumors of the demise of Stor Fox 2 have been greatly exaggerated. Development of Nintendo's sequel to the hit 3-D space action game is finishing as we go to press. The big guestion mark is the remaye date, most likely in the first half of '96. The most recent versions of Star Fox 2 look very sharp and include a much more strategic feel with radar windows and mother ships where you dock after a battle. Another delayed game is Dirt TrowfX from Electro Brain. This FX' dirt bike racer was scheduled for a summer release but never made it to the starting line. Electro Brain still hopes to public Oirt Trax. though, so keep your eyes peeled. It's worth a

though, so keep your eyes peeled. It's warth a look if it hits the track. And for all of you who take been wondering what's up with Boogerman, the good news is that the final version has arrived at Nintendo and the game is definitely scheduled for release this fall.

# RELEASE FORECAST



AAAHHIII Real Monste Batman Forever Big 5ky Trouper Biogerman Breath of Fire 2 Civilization

Demolition Man
Donkey Kong Country 2:
Diddy's Kong Quest
Farthreom Jin 2
Frank Thomas: "Big Hurt" Baseball

Gargoyles The Lost Vikings II Mechwarrior 3050 Mega Man 7 Mena Man 7

Mega Man X3 Mortal Kombat : Mutant Chronici NHL '96

Revolution X Secret of Eventors Tecmo Super Bowl III: Final Edition Urkan Strike Wayne Gretzky and the NHLPA All-Stars WildC.A.T.S. Yoshi's Biland: Suare Mario World 2



Jack Bros. Virtual League Basebal Wario Cruise Waterworld



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Fall '! Fall '! Fall '!



Secret of Evern

Square Soft is putting the limishing touches on its eagerly awaited, made in the U.S.A. RPG. How does i stack up against Square's other role

playing classics? You be the judge. October's preview will introduc you to a whole new cast of characters.

Holy circuit boards, Batmuni We're brigk in Nintendo Powert Acciain's Jerser action thriller for the Super

Istactection thriller for the Super PIES comes not on the heels of one this pammer's cinematic sensation Sas the caped one in video action against the Riddler next month. ACSC.

William Former

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ER TO WIN MUST 3-D SWEEPSTAKES oralls of perficignting BLOCKRESTER VIDEO

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Virteel Boy system.
One Virtual Boy game pok iecisded.



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